



# SEGA

# SATURN

# MAGAZINE

ISSUE 2

DECEMBER 95

£2.75



## VIRTUA COP

WORLD'S FIRST REVIEW!

## VIRTUA FIGHTER 2

The ultimate conversion?  
See our EXCLUSIVE review!

## FIRESTORM

Shoot to the skies with Core's  
explosive adventure!



YOUR LAST  
CHANCE TO WIN  
**FREE**  
SATURN GAMES  
FOR A YEAR!  
see page 48

*No postcards? Ask your newsagent.*

WITH: WORLD CUP GOLF KING OF THE FIGHTERS VIRTUA FIGHTER 3 TOH SHIN DEN  
LEGEND OF THOR SEGA RALLY HI-OCTANE CYBER SPEEDWAY FIGHTING VIPERS X-MEN



# anarchy

## canyon shredding

# kill

## fest.

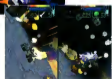


It's 20 levels of car-to-car combat. Customize buffed monster-blowers with track engines and air-grabbing jump jets.



Rate cheesy racing? Watch two trash-tailor jets rip on the pretentious video.

With our excuse head-to-head 2 player game, grab a pal's ego into the asphalt. It's craft. But there ain't no 2nd place.



Get a load of **Off-world Interceptor™ Extreme**, the chaotic death-cha-de featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, 32-bit texture-mapped terrain, switching on the fly between cockpit and chase view. Careful, though. Grabbing massive air could crush a kidney. Or two.



Available on the Sega Saturn® game console.

Sega Saturn and Sega Saturn are registered trademarks of Sega Enterprises, Ltd. in the United States and other countries. © 1995 Sega Enterprises, Ltd. All rights reserved. Sega Saturn and Sega Saturn are registered trademarks of Sega Enterprises, Ltd. in the United States and other countries. © 1995 Sega Enterprises, Ltd. All rights reserved. Please contact your local Sega office for further details.

DISTRIBUTED BY  
**BMG**  
INTERACTIVE



intro



**COCK** THE HAMMER...  
**TIME**  
FOR ACTION!!!





# SEGA SATURN

M | A | G | A | Z | I | N | E

## contents

### PREVIEWS

|                               |    |
|-------------------------------|----|
| WORMS                         | 22 |
| THE HOARDE                    | 24 |
| SOLAR ECLIPSE/BLAZING DRAGONS | 25 |
| WORLD CUP GOLF                | 26 |

### REVIEWS

|                          |    |
|--------------------------|----|
| VIRTUA COP               | 70 |
| VIRTUA FIGHTER 2         | 72 |
| FIRESTORM                | 74 |
| HI-DUCTANE               | 76 |
| VICTORY BOXING           | 78 |
| COLDEN AXE: THE DUEL     | 80 |
| MANSSION OF HIDDEN SOULS | 82 |
| HEBEREKE'S POPOITO       | 84 |
| CYBER SPEEDWAY           | 86 |

### REGULARS

|                |       |
|----------------|-------|
| NEWS           | 06    |
| IN DEVELOPMENT | 14    |
| LETTERS        | 30    |
| Q&A            | 32    |
| TIPS           | 66/83 |
| OUT NOW        | 94    |
| NEXT MONTH     | 98    |



# SEGA

16-BIT MAGAZINE

|                  |    |
|------------------|----|
| EARTHWORM JIM 2  | 89 |
| KOLIBRI          | 90 |
| GARFIELD         | 90 |
| SUPER SKIDMARKS  | 91 |
| PHANTASY STAR IV | 91 |
| ZOOB             | 92 |
| PAC PANG         | 92 |
| TIPS             | 93 |

## COVER STORY:

### VIRTUA COP

34

Even we were surprised when Virtua Cop arrived at the office, finished and ready for an assault on the UK games market. We weren't expecting it to be finished for another month you see. But finished it is, and as you'd expect from AM2, the final result is absolutely brilliant. However, before you rush on down to the shops to buy a copy of the game, let us sing the praises of it for you in our six page showcase, followed by the definitive review on page 75.

## SHOWCASES

### VIRTUA FIGHTER 2

40

Last month we brought you an in-depth look at the development version of the title, and this month we bring you a feature on the finished game! Luckily, this is by far and away the most innovative combat title ever seen on a console, and just to prove it, we bring you eight pages on every aspect of the game. And don't forget our exclusive review too!

### FIRESTORM

52

Core Design Wowed Mega-CD owners two years ago when they unleashed Thunderhawk on an unsuspecting public, and they look set to do it again with this Saturn version of events. Ground breaking graphics, lightning-fast gameplay and over 30 missions - it's all in there...

### X-MEN: CHILDREN OF THE ATOM

56

Converted from the top arcade title, X-Men looks set to take Saturn owners by storm when it's released officially in February. We take a look at a 50% complete version of the game, and reveal essential gameplay details.

### JVC BOXING

60

It's always difficult to convert this sport into a game format, but JVC have definitely come up with the goods in this ace boxing tournament. We bring you all the game details in this four page feature.

### RALLY UPDATE

64

AM1 are putting the final touches on this mighty title and although the review version isn't quite ready yet, there's plenty of new features to show off, including the infamous ghost car and the now-finished two player mode.

## FEATURES

### BEY TARGET

78

Everything You Wing Aces should have seen! This arcade title Sky Target should be in the arcades and not now. We take a sneak look at the game and ponder on the inevitable Saturn release announcement...

### FIGHTING VIPERS

20

Unveiled at the Japanese JAMMA show a couple of months ago, Fighting Vipers is coming to the UK soon, and we learn all the details on the game's background, plus a word or two from game designer Suzuki himself!

### TIME ATTACK COMPETITION

48

This is your LAST CHANCE TO WIN FREE SATURN GAMES FOR A YEAR! Plus, you'll get the chance to see just how crap your times are on Daytona in comparison to people who are really good at it.

### THE FUTURE OF THE SATURN

50

We all know that the Saturn has come in for a lot of bad press recently, and we're here to set the record straight. Find out why buying a Saturn is the only choice when it comes to consoles and discover its many hidden talents.





# SEGA SATURN NEWS

## ROUND TWO! FIGHT!

Look, we all know that Sega have had their problems this year. They received the Saturn in a barrage of abuse, with next to no TV advertising and a whole load of propaganda from Sony. But, things have really changed around in the last month. Anyone who's seen our brilliant preview video should need no more evidence to prove that Sega have what it takes when it comes to bringing the best games here you've seen, but now that the Christmas campaign have begun, we really are beginning to feel the might of Sega. In fact, Sega have always said that they would never match the TV marketing spend that has been lavished on the PlayStation, but from what we've seen, they don't even need it. The games speak for themselves and even third party designers are clamouring over each other to make peace with Sega and get their games out on the machine first. Street Fighter Alpha will be out on Saturn before PlayStation, as will X-Men Children of the Atom, FIFA Soccer, Thunderhawk, Gekistalkers - the list is endless. Plus we've just received the news that all of Psygnosis' 'top titles' will be out on the Saturn within the next couple of months. So when Sega's European product and marketing director Barry Jafuto says that 95% of all PlayStation games will appear on the Saturn - he means it. And don't expect to see cruddy conversions either - from what we've heard the Saturn version of Wipout is every bit as good as the PlayStation!

If you haven't bought a Saturn, this news alone should make your mind up to go out and get one, and if you already own one - congratulations! You have, without a doubt, made the right decision.

Enjoy this issue,  
Sam Holman, Editor



# WIPOUT



Wipout is probably the most beautiful game on the PlayStation 2. It's also the most beautiful game on your Saturn too. And if neither the PlayStation 2 or Saturn is available, don't worry!

# AG

AG SYSTEMS™



All images © SONY INTERACTIVE  
All pictures taken from Playstation versions.

news



# SHOCK NEWS!!! WIPEOUT TO APPEAR ON THE SATURN!!!

Just as Sega Saturn Magazine was going to press, it was, er, shut! We say, discovered that most of Polygram's games developed for the Sony Playstation will be making their way to Saturn in the early months of 1996! The official line on this is that the games WILL NOT be published under Polygram's own label (currently affiliated completely with Sony) as they have an exclusive contract with Sony Interactive. However, it is quite likely that the titles will be developed by Polygram (although Wipeout is currently being developed in Japan) and published under another name.

So this means that you could be playing an awesome conversion of Wipeout on your Saturn as early as March. Industry sources have already witnessed the game in action and it's already in a fairly advanced state—early indications are that it will be every bit as good as the Playstation original. Of course, if games such as Wipeout are due for the conversion treatment, it's also fair to say that most of Polygram's other titles will also appear on the Saturn too. This includes hits such as Destruction Derby, 3D Lemmings and

Daworld, all of which are out in the shops now, as well as Adidas Power Soccer, Crazy Ivan, Sentinel and Assault Rigs, most of which are going through the playtesting process (on the Playstation) at the moment.

Naturally anyone who's expressed even a passing interest in the Playstation will be aware that the previously mentioned titles are among the most exciting and innovative games that Sony has to offer. In fact, IT'S ALL they have to offer in terms of ground-breaking gameplay, and seeing as you'll be experiencing brilliant conversions of these AND other company's games such as Namco's Ridge Racer and Tekken (all being well, of course), it raises the valid question that Sony Interactive may not quite have the go-bit war well and truly won up after all. In fact, if you can get all of these brilliant games for the Saturn in the near future (and we are talking mere months here) you might be wondering whether it's worth the bother shelling out their hundred odd quid for Sony's Playstation at all.



Destruction Derby is another Polygram title that could be appearing on the Saturn, although no official statement has been made regarding the game yet. However, it's fairly safe to say that you'll be seeing it next year. When you continue games like these with the might of Sega Saturn, Virtua Fighter 2, Mass TV and Fighting Flyers (some of which will appear on the Playstation ENG) you'll have to admit that the future is looking very bright indeed for Sega.



It's even possible that some Polygram titles such as Crazy Ivan and Assault Rigs will be converted to Saturn. It hasn't been announced who will reap the titles up for release, but it's been rumored that Sega themselves are after them. A poke in the eye for Sony indeed.





# NEO GEO SIGN UP

Yep, previously only available to games freaks with too much money to spare, all of SNK's best 'em up hits will be converted to the Saturn over the next few months. Saturn titles will also appear on the Neo Geo for the not too distant and distant future. This deal was clinched after SNK realized that there was a huge demand for their games to be converted to other machines, although at the moment, the Saturn is the only machine that SNK will convert to.

Although the company won't be developing Saturn-specific games, both Fatal Fury 3 and King of the Fighters '95 will be among the first batch of games to appear on Saturn. Following these titles will be Neo Geo 'N, Paikar,



It has not yet been decided whether SNK's own programmers will work on the conversions or if Sega's teams will work on the projects, but it has been revealed that the Saturn versions may contain some extra gameplay options. More news on these titles next month, when hopefully we'll be able to reveal when the games will be surfacing in the UK.



One of SNK's most celebrated titles - King of the Fighters '95 is being converted to the Saturn at this very moment - sure you've seen it.



All of these SNK titles should be available on the Saturn within the next year - hopefully they'll be perfectly converted too!



King of the Fighters '95 - coming to a Saturn near you soon!



## Virtua Fighter 3 HOT NEWS!

Virtua Fighter 3 is deep in development at the moment, and although no actual arcade shots have been released on the title yet, there's plenty of news on new characters and game progress. Head of AM2's development, Yu Suzuki, revealed that the team are working on a new Super Street-type character, although presently they are having a few problems with the jumping moves, so he may not make it to the final game. There will also be new Japanese female character, although again, no more details have been released as yet. All of the existing characters from the previous two games will also appear in the third episode, and each fighter will be updated with new moves as well as an upgrade in animation. AM2 haven't announced an official release date for the game yet, but we'd estimate that it will probably be finished in around four to six months - the Saturn version will no doubt follow a few months after that.

## HOW UN-PC

Sneak! Horror! Virtua Fighter Battle and Panther Dragon are to appear on the PC before the end of this year! What a world coming to!

Actually, it's not all that bad really. Techno-types NVIDIA have developed a 3D accelerator card specially designed to cope with the conversions (it will only work with top of the range PCs) and the board comes packaged with Virtua Fighter Remix Saturn joystick will also be compatible with the accelerator card.

Some of Sega's 16 bit products will also be making their way to the PC including Contra Zone and Tan Cat Alley. Sega will also be developing specific titles for the PC and will release all of their titles under the label Sega PC.





# You can buy L.A. Lights at Foot Locker...



...in the following cities:



Besidon, Birkenhead, Birmingham, Brighton, Bristol,  
Bromley, Chatham, Chester, Clapham, Coventry,  
Crawley, Croydon, Dudley, Huddersfield,  
Hull, Leeds, Leicester, Lewisham,  
Manchester, Nottingham,  
Plymouth, Preston,  
Sheffield, Strawsbury, Slough,  
Swindon, Thurrock.

Turnbridge Wells, Wakefield, Werrington, Wolverhampton, York.



Free with a pair of L.A. Lights



**Foot Locker**



news



# The race is on!

In addition to many other PC titles (such as *Heart of Darkness*), Virgin will also be bringing their smash-hit *IndyCar 2* to the Saturn in the early months of next year. Touted as one of the best racing titles on the PC, it's very different from Sega's own *IndyCar* arcade title (also due to appear on the Saturn) but it is of outstandingly high quality and enjoyed review marks of over 90% when it was released on PC.

The PC to Saturn conversion should be 100% faithful to the original game and may even have some added extras, although again, nothing's been confirmed yet. It's also been unconfirmed how far the programmers are into the finished product, but these are the first Saturn shots to appear on the title. More next month.



This brilliant game is currently being developed for the Saturn and at the moment, it's around 30% complete. Look out for a preview next month.



## Virgin sign up Capcom titles

Continuing their quest for world domination, Virgin have signed up many of gaming giants Capcom's titles for release over here. Although the titles they have will appear first and among the titles on offer are *Streetfighter Alpha* and *Darkstalkers*, the Beverage (see adjacent news story). Virgin are unsure of exactly when the titles will see the light of day over here, as they're still pretty deep in development over in Japan, but they are hoping to get the PC versions out within a couple of months of their release in Japan.



### THE FIRST COPY OF VIRTUA COP IN THE COUNTRY!



Although there's little over two weeks before *Virtua Cop* is released in the UK, there's still time for you to enter this brilliant compo to win the first copy of *Virtua Cop* in the country, plus a Virtua gun to go with it. There's no special questions or anything for this compo, just send in your name and address to us by the end of December. The first entry to come to us will be sent the game on the same day - almost a week before all your mates will be able to go and buy it. Send your entries to VIRTUA COP COMPO, SEGA SATURN MAGAZINE, PRIGBY COURT, 20-22 FARRINGDON LANE, LONDON EC4A 3DF. Use now OZ, and if you're reading this and it's too late to enter the compo - tough. You should buy the magazine as soon as it comes out!



© Capcom Co Ltd 1997-1999, 1991, 1994, 1995



## WRESTLE MAGIC!

First seen on our preview video last month, WWF Wrestling is set to appear on Saturn in the early part of next year. Converted from the hilarious coin-op, it will feature all the elements from the hit arcade title, and will be a two-player game.

At the moment, distributors Acclaim are busy working on the PC conversion of the title (it is already available on the PlayStation - import only) and are hoping to have a finished version of the title ready by Christmas, although it won't surface in the shops until a month or so later. However, although WWF games in the past have been a bit below par, this is absolutely brilliant fun with an abundance of multi-hit combos and loads of special moves to learn. Great!



## GET YOUR ORDERS IN NOW!!!

Yep, there's bound to be a huge demand for *WVUW Cup* when it's released in just a couple of weeks, and Sega have already told us that there will only be limited amounts of the game available before Christmas. However, the release date has definitely been set for DECEMBER 20th, and even better is the news that the game itself will only cost £44.99. A special game/gun pack will also be available, costing £59.99 for a copy of the game and a gun, and separate guns will cost £14.99. So, if you buy a game and gun together you'll make a saving of around a fiver. Not bad, eh?



## In the hunt

Yet another of Capcom's arcade titles, *Yo yo yo! Hunter* (an incredibly successful beat 'em up) will be released on the Saturn towards the end of this year (Capcom have stated the end of this year (Capcom have stated the end of this year (Capcom have stated the end of this year)). The title is the follow up to *Darksiders* - a huge arcade hit and there will be a couple of new characters in the Saturn version as

well as a few new moves for some characters. At the moment, the title is around 70% complete, and Capcom are hoping for an Arcade-perfect conversion. Expect the title to be released over here by May in early '96. More news soon.



## Earthworm Jim toys to hit UK!

Not only does *Earthworm Jim* have his very own cartoon show in the States, his owners, Shiny Entertainment, have also created a whole line of *Earthworm Jim* toys and other goodies. Fans of either of the games will recognise all their favourite characters in the figures, and there's even a few new ones to find too. There's been no word as to whether the figures will appear officially over here, or of how much they will cost if they do, but someone's bound to snap them up for distribution - a sure-fire hit they will be indeed.





## Cyber-Conversion

If you ever owned a Mega-CD, Snatcher will ring more than a few bells - it was probably one of the best adventures ever to appear on the format. Anyway, Koei have just announced that they will be bringing this cyber adventure to the Saturn and although the story and gameplay will remain the same, the graphics will be boosted to an update and there may be an extra episode for Saturn owners (although it's undecided at the moment). Although this probably isn't the most exciting news in the world, it does hold hope for the future, both in terms of Koei releasing games on the Saturn and also in gameplay terms. You see, Snatcher already has a sequel called Policenauts which is currently doing the rounds on the PC. Hopefully this brilliant adventure will appear on the Saturn too, although it's likely that it will probably be released by someone other than Koei if it does.



## ROLLING START!

If you're still thinking of buying a Saturn, there's a special pack just released which bundles Daytona with the Saturn for £349. There you go.



## HAS FIFA BEEN KIDNAPPED?

If you're wondering what's going on with the Saturn conversion of FIFA Soccer, worry no more, because we've just had news that it IS on the way and should be out in the shops by December 20th. It seemed that the programmers were working to get the PlayStation version out first, but we've just been informed that the Saturn version is very likely to hit the shops on the same day as the PlayStation version does, which indeed should be true of most EA games. This could be down to the fact that Sega have been "diffident" about allowing developers to get their games approved which has hindered developers, or it could be that the development team have got their trousers together and finished the Saturn version in time. Who knows?



Don't worry, the Saturn version is on the way! Look out for the review in our next issue!



## Virtua Fighter 2 And SEGA Rally release news!

Although Sega Europe have managed to get Virtua Cop out in time for Christmas, it's looking very unlikely that either Sega Rally or Virtua Fighter 2 will appear this side of 1995. However, fret ye not, as there's a perfectly good reason for this. After getting somewhat pained for the conversion of Daytona, Sega have decided not to release any PAL versions of games until they can get them as near to the Japanese originals as possible. And that means full screen, full speed conversions. Yep, Virtua Cop is full screen and so will all of Sega's other star titles be

too. Unfortunately, this may mean that you'll have to wait a couple of extra weeks before you can go and buy the game, but Sega feel that it's better to get a perfect conversion into the shops rather than rushing the games purely to get them out in time for Christmas. So, the prelimi-

nary release date for Virtua Fighter 2 is January 26th, and Sega Rally should follow at the end of the month (this won't even be out in Japan until December 29th). Although this may be slightly disappointing to readers hoping to have all three games in their homes by the end of the year, Sega are working really hard to get European games out at almost the same time as Japanese ones, and they really are making progress on this, although there always will be a certain amount of waiting time purely because the games have to be reconfigured for PAL machines. So, full screen, full speed games GUARANTEED! &@B&@!



|           |           |           |           |           |           |           |           |
|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
|           |           |           |           |           |           |           |           |
| 16.99     | 40.99     | 16.99     | 12.99     | 22.99     | 33.49     | 22.99     | 24.99     |
| 38.99 SAT | 42.99 SAT | 31.99 SAT | 36.99 SAT | 42.99 SAT | 39.99 SAT | 35.99 SAT | 34.99 SAT |

|           |           |           |           |           |           |           |           |
|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
|           |           |           |           |           |           |           |           |
| 38.99 SAT | 42.99 SAT | 31.99 SAT | 36.99 SAT | 42.99 SAT | 39.99 SAT | 35.99 SAT | 34.99 SAT |

### MEGA DRIVE 2

|   |   |
|---|---|
| 32X GAMES FOR MEGA DRIVE FITTED WITH MEGA CD 1 OR 2 OF EITHER | 32X GAMES FOR MEGA DRIVE FITTED WITH MEGA CD 1 OR 2 OF EITHER |
| 32X GAMES FOR MEGA DRIVE FITTED WITH MEGA CD 1 OR 2 OF EITHER | 32X GAMES FOR MEGA DRIVE FITTED WITH MEGA CD 1 OR 2 OF EITHER |

**Special Reserve**

Special Reserve... The Super Game Club is the World

Club Shops of CHELMSFORD, ESSEX

SAWBRIDGEWORTH, HERTS

10am to 6pm 7 days a week!

**01279 600204**

## WHEN YOU JOIN:

**GUYVER 1**

**SUPERMODEL KELLY**

**ABSOLUTELY FREE**

**12.99**

### MEGA DEALS!

**MEGA DRIVES FROM 69.99**

**MEGA DRIVE 2 WITH LEAN KING**

**MEGA DRIVE 2 WITH SIX GAMES**

**SEGA 32X NOW 109.99**

**MEGA CD 2 WITH ETHERAL CHAMPIONS CD**

**MEGA CD 2**

### MEGA DRIVE ACCESSORIES

**MEGA DRIVE 2 WITH LEAN KING**

**MEGA DRIVE 2 WITH SIX GAMES**

**MEGA DRIVE 2 WITH SUPER KICK OFF**

**MEGA DRIVE 2 WITH SUPER KICK OFF**

**MEGA DRIVE 2 WITH SUPER KICK OFF**

### FREE PROGRAMMABLE BUTTON CONTROLLER

**SONY PLAYSTATION 289.99 WITH DEMO CD AND ONE CONTROLLER**

**MEMBERSHIP FEES**

**ONE YEAR 24.00**

**UK 24.00**

**US 270.00**

**\$299.99**

**SEGA SATURN ...299.99 WITH VIRTUA FIGHTER AND ONE CONTROLLER**

**SEGA SATURN ...299.99 WITH VIRTUA FIGHTER AND ONE CONTROLLER**

**SEGA SATURN ...299.99 WITH VIRTUA FIGHTER AND ONE CONTROLLER**

### UNIQUE 14" NOKIA NICAM DIGITAL STEREO COLOUR TELEVISION

**NOKIA TV - 199.99**

**NOKIA TV - 199.99**

**NOKIA TV - 199.99**

Phone No: \_\_\_\_\_

Area (including number of applicants) \_\_\_\_\_

**NEW MEMBERSHIP FEES (JANUARY 01, 02)**

**MEMBERSHIP FEES**

**ONE YEAR 24.00**

**UK 24.00**

**US 270.00**

**SPECIAL RESERVE**

**P.O. BOX 847 HARLOW CM19 7YU**

# In Development

Once again,

we round up all those titles which are currently in development and may, or may not see the light of day as official releases in the UK. We'll also be taking a look at how some of the more advanced titles are changing as they get closer to Beta stage, and there's even a sneak peek at a few obscure Japanese titles that probably won't make it over here in any form.

## Toh Shin Den



BY SEGA

RELEASE ETA

**T**oh Shin Den is the first title to appear on the Saturn that was previously touted as a PlayStation only game. But, although it's receiving rather a lot of attention at the moment - mainly in a can-the-Saturn-handle-it kind of way, it's quite ironic, because it was never completely ground breaking in a Virtua-fighter lead-of-way when it

was released originally anyway. In fact, Sega still aren't sure whether they're releasing it over here, but the Japanese will have it in the shops by the end of December.

Anyway for those of you who don't know anything about Toh Shin Den basically it's another one of those one-on-one fighting games. But it's not like

Virtua Fighter or anything. Nope. It's more of a weapons with special moves affair. However, the Saturn will benefit from some changes to the original title - there will be an as yet undisclosed amount of new characters, making the game structure different from the original.

It's difficult to tell at the moment just how close the general Saturn conversion of Toh Shin Den will be to the PlayStation original, but it's not because the Saturn can't handle the game's power or anything like that. In fact, it will be down to the developers' ability to programme the machine more than anything else. Here's a few early shots:



Looks pretty damned good, huh?



Oh yeah! It's Duke and Eliza! Hi Duke, Hi Eliza!



Special move activities are the order of the day here.



Millions of moves to learn.





# Legend, THOR

BY SEGA

RELEASE TBA

If the name rings a bell, it's probably because it wasn't that long ago when Thor was doing the rounds on the humble Megadrive. And here it is, back again, in all its saucer up 3D bit glory. In fact, this could possibly be the very first English language RPG to appear on the Saturn (sorry, but Virtual Hydlide and Mansion of Hidden Souls don't even qualify). Luckily, it looks as though it will be of really high quality too, with the same elements from the old but version ported over to Saturn, although of course, the graphics will be completely upgraded, and there's a different storyline too.

Legend of Thor was incredibly popular on the Megadrive largely due to its mix of beat 'em up gameplay, arcade action and adventure storyline, making it a more in-depth version of Streets of Rage than anything else. Which worked brilliantly as it surely will be the Saturn. At this stage in development, there's very little of the actual gameplay to see, but Sega are confident that it will appear on the machine by a round laser time. The shots shown here were taken from a 40% complete version, but already the ETC is looking pretty impressive.



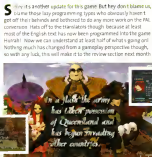
See, Thor looks much more muscular and hard than he ever did on the Megadrive. Has he grown up? Has he been taking anabolic steroids? Who knows, but you can be sure we'll be looking into it.



# MYSTARIA

BY SEGA

RELEASE FEBRUARY



Since it's another update for this game, but hey don't blame us, blame those lazy programming types who obviously haven't got off their behinds and bothered to do any more work on the PAL conversion. Hats off to the translators though, because at least most of the English text has now been programmed into the game. Now we can understand at least half of what's going on! Nothing much has changed from a gameplay perspective though, so with any luck, this will make it to the review section next month.



in development



# Puyo Puyo?

**P**robably one of the most popular puzzle games ever to appear on the Megadrive (under the guise of Dr Robotnik's Mean Bean Machine) Puyo

Puyo enjoyed massive success when it was released on the 16-bit a couple of years ago. But you can't go and convert the existing title to the far superior Saturn, can you? Well, it maybe you can. But you can't do it along with the existing Dr Robotnik license. That's for sure. Ooh no that's just far too 16-bit and has too many Sonic associates as well. So, out with the old tatty Megadrive stuff and in with this all new sequel. No fat old bloats to play against (unless you're in multi-player mode of course), just loads more of the same, hilariously addictive action. And come on, this

just has to be released over here - surely it's something every Saturn owner would want, even if it is a really simple game concept.



BY COMPILÉ RELEASED TBA

# JOHNNY Bazookatone

BY US GOLD RELEASED DECEMBER



**R**eaders of our first issue will no doubt remember the news story ran on Johnny Bazookatone - platform hero and word-mixer, taking games into the next dimension and beyond. Or something kind of like that. Anyway the code for the game is almost complete and US Gold have set a release date for mid-December. The game features rendered characters and each level is themed around different music with loads of choices playing specific parts in the game. Anyway as we said, this is almost finished and has been sent to Sega for approval.





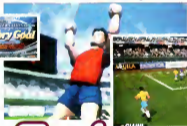


# BakuBAKU

**D**eveloped on the Titan based by none other than Gasp! AMG this will be appearing in both the arcades and on your Saturn in the new year. There's not really much explaining to be done here - the game speaks for itself! It's another Puyo Puyo style title, except that this time there's no cute little bears or penguins or anything - instead you have to match up monkeys, bananas and all manner of mammals into neat little rows. And that's about it, but here's some pictures from the first Japanese version anyway.



# INTERNATIONAL Victory Goal



**O**oh dearie me. Shall we just let hypones be hypones? Okay, we put it another way. Can we forget that Victory Goal ever existed? It's just that, well, it wasn't very good was it? It may have been a minor success in Japan, but over here, people are hyper-critical of football titles, and in terms of gameplay,

Victory Goal just didn't make the mark. Which is a damned shame really, because until FIFA makes its way on to the Saturn, this is the only football title available for Saturn owners.

But hey it's not all bad news. You see, the creators of Victory Goal were more than aware of the game's shortcomings - so they took the game's engine back to the drawing board and started to work on a new, updated version of the title. The programmers are working on new AI for the players, better loads of new kits etc and the graphics have been reworked too. This is another title that's already out in Japan but, at the moment, there are no plans to release it over here, as there could be more interesting football titles on the way!

# Feda

**R**ing any bells? It may do if you're a SMS owner, as this appeared on the machine a fair while ago. As you can tell from the screenshots, this is another Shining Force type game with some rather lively graphics. In fact, it's even created by the highly acclaimed Shining Force team themselves, so you can be pretty much guaranteed that the gameplay and story will be top notch.

This has already been released in Japan, but as there's a pretty heavy and complicated storyline, it's unlikely that you'll be able to understand the import version. Sega's translation department are looking at the title the moment, but as yet, it's been undecided whether the game will be released in the UK. In fact, it's fairly unlikely that it will appear, as Sega have loads of other RPGs lined up for release in Europe next year.



# COIN OPERATED

With *Virtua Cop 2*, *Indy 500* and the much hyped *Virtua Fighter 3* all coming to the arcades in the near future, Sega's reputation as leaders in the coin-op field looks stronger than ever. And, as if in celebration of their long-standing arcade heritage, the coin-op masters have delved into their golden past as inspiration for their latest state-of-the-art coin-op title.



Sky Target looks set to wow a UK audience when it's released - its dynamic graphics and fast action puts other flight sims to shame.



# SON OF AFTERBURNER

# I

IF YOU HAVEN'T GUESSED YET FROM THE TITLES, Sky Target is inspired on what is possibly Sega's most famous coin-op ever - **AFTERBURNER**.

As with the legendary blaster of old, Sky Target is an on-to-the-screen shoot 'em up concentration on fast-paced action is rather than any boring flight simulator aspects. Flying through enemy territory on a mission to destroy a stolen prototype fighter, you basically have to shoot everything in sight. Sweeping in fighter planes, ground

army vehicles, enemy buildings - just blow the lot away with your homing missiles, railgun beams and machine guns. Yes, the spirit of **AFTERBURNER** has returned!

## CHOCKS AWAY!

Of course, while Sky Target might sound to be, in essence, just a rehash of Afterburner, it promises to be a far superior beast. For starters, it uses the Model 2 board and we all know what that means. Super smooth, texture-mapped polygon graphics turn a simple shoot 'em up into a realistic looking flying experience.

As you've come to expect from almost every game nowadays, Sky Target allows you to switch between four different viewpoints throughout the game, from the full-screen view, or the in-the-cockpit perspective, to exterior following-the-plane views.

Adding to this expansion of the Afterburner theme, the game also allows you to select your fighter plane from four different types of craft. There's the F-14 Tomcat from Afterburner and Top



Gurf, the more mobile F-15, the stout fighter F-16, and the French strategic multi-mission fighter - Rafale M.

## STAY ON TARGET!

Thanks to the Model 2 board's incredible graphical abilities, Sky Target pits you against

the kind of enemy craft that would have had Tommy from Afterburner selling his undercrackers. There's the usual mass of enemy fighters you can 'lock-on' to with your missile sight, but the big event of each level is The Boss Found at the end of each stage, these monstrous enemy craft are more than ten times the size of your own plane. It's at about this point that you can experience the juddering feedback of the joystick as your craft endures 100% damage and plummets to the ground!



Sky Target uses Sega's inventive Model 2 board, which uses super-smooth polygon graphics.



## LOWERING LANDING GEAR!

Sky Target proved highly successful when unveiled at the September JAMMA show in Tokyo and should make it into British arcades very soon, when we'll all be able to give the game a thorough playtesting. After that, all things going well, the game could be slated for Saturn conversion, although Sega have yet to make any comment to that effect. We'll just have to wait and see.

# THE DOG'S PERIPHERAL



Sega

Saturn's accessories are pushing game play to a whole new level. Especially the awesome new Video CD Card (MPEG), which allows you to watch movies and music videos like never before. These peripherals are definitely not to be sniffed at.

THE  
GAME IS NEVER  
OVER



coin-operated

# FIGHT FOR



**U**NDER AT THE RECENT IAMMA SHOW HELD IN TOKYO, WAS AMI'S NEW COMBAT TITLE, REMODELED Vipers. ALTHOUGH THE GAME WON'T BE AVAILABLE IN THE ARCHIVE OVER HERE FOR A COUPLE OF MONTHS, SEGA SATURN MAGAZINE CAN STILL BRING YOU THE MOST UP TO DATE INFORMATION ON THE TITLE, AND THERE'S EVEN A NEW MEMBER OF THE FIGHTING BROTHERHOOD!

OVER IN AMI:

Although Fighting Vipers is little more than 70% complete, the actual game was on free play to all punters at the IAMMA show, and all of the eight characters were completely playable. Scheduled for a December release in Japan, Eastern gamers are already going completely bananas over the title and AMI themselves are putting the finishing touches on the presentation - this even includes adding more moves to each character.

Anyway, if you can't tell by now, Fighting Vipers is a one on one fighting game, and it was developed using the same game engine developed for Virtua Fighter 3. Basically, it's the same game concept all round except that there's new characters and millions of new moves. Unlike Virtua Fighter there's no "ring out" option - instead the fighting arena is surrounded by a fence that fighters can be slammed into.

All of the characters in Fighting Vipers wear a suit of armour which wears out as the fight progresses. Particularly dramatic dashes between fighters are played out from three different perspectives and the degree of damage to either character will be shown alongside their strength gauge.

## INTRODUCING...

In all, there's ten fighters, and as you would expect from AMI, there's a bizarre character explanation to go with each. And here they are:-

They get to work.

### JANE



Her ambition was to join the marines, but was rejected due to a violent incident. However, she continues to fight to try out her strength.

### PICKY



He started skateboarding to attract a female classmate, and uses complicated skateboarding techniques to fight.

### GRACE



She is a cold but intelligent woman. She was betrayed by her lover and fights to buy the ring that lurks inside her.

### LAKSHELL



A vocalist and guitarist in a rock band. He hates his father, who is a municipal council worker and fights simply for the publicity.

### SANMAN



A silent and mysterious man who likes to ride a huge, remodelled scooter. He also likes the number 3.

### BAN



The head of a gangster mob, Ban seeks revenge from his father who abandoned him and his mother when he was very young.

### HONEY



Honey's ambition is to become a fashion designer. She is very shy until she puts on a red dress which makes her fight very violently.

### TOKIO



Originally from a band of Kabuki actors, Tokio turned his back on his family and fights only for passion.



coin-operated



# LIFE!

## YU SPEAKS!

Usually for the important to be jostled with only press types, Yu Suzuki, Head of SNK, recently took a few minutes out to speak to *IGN* and give us the inside scoop on the development of Fighting Vipers. Yu's first question to the boys was to develop the game. He commented: "They are basically the same like *Vipers* and *Fighting Vipers* before, except on the board for *Fighting Vipers* has a slightly faster processing speed. We are also getting a higher response to displaying more polygons, but that only has a slight effect on the overall game. The Saturn version of *Vipers* is almost a perfect conversion, so the team working on arcade games have to do their best to bring out the highest quality in arcade games that cannot be experienced on the Saturn."

Hmmm. Sounds like a Model 3 board could be on the way. However, Yu Suzuki seems to be holding his cards very close to his chest. "I can only see that Model 3 would be brilliant. During the Jamna Show, I found 3D to be the key word for future development. We will be able to show you the best 3D graphics on Model 3. Once the graphics are developed, the game quality would be our challenge." He also commented that "It's not a matter of can or cannot, but it is a must to develop a Saturn conversion of *Fighting Vipers*."

Other members of AMI were also available for comment on *Fighting Vipers* and revealed to *IGN* some more gameplay details. When probed over the difference in handling between *Fighting Vipers* and *Vipers*, they said, "The continuous hitting of buttons will continue the fight. Also, there will be several paths to take in terms of technique from the 2nd step to the 3rd step. The guard attack will enable the player to first guard, then fight back. It makes it possible for the character to fight back, even though they may be cornered. We want to make this game another hit series of the SNK's series of titles like *Road to Victory* and *Samurai Spirits*."



## IN THE ARCADES SOON! (ISH)

*Fighting Vipers* is currently on test at selected arcades across the country and should be out in general release by the beginning of next year. However, look out for more news on the game over the next couple of months, as well as vital information on that all-important Saturn conversion.



|       |              |
|-------|--------------|
| UP    | TEAM 17      |
| PRICE | £19.95       |
| STYLE | SHOOT 'EM UP |

**Y**es sir, Worms could very easily become the surprise hit of the year. Combining the wicked puzzles of Lemmings with simple shooting action, Worms is one of the most addictive games we've seen in ages.

Why, grown men have been seen crying at the demise of their invertebrate nation, while others have been screaming with glee at the prospect of blowing ten tons of dynamite into their competitors.

Which we do appreciate may be a little difficult to tell from these screenshots. We have to admit that they don't exactly show the game off very well. But that's because Worms does not rely on the graphical content of the game to entice the player; hope it's all 100% gameplay here, sir. Up to four teams.

**WORMS DOESN'T RELY ON THE GRAPHICAL CONTENT OF THE GAME TO ENTICE THE PLAYER. NOPE, IT'S ALL 100% GAMEPLAY HERE, SIR.**

take it in turns to drop bombs on each other in the eventual hope that they'll wipe out their enemy's team. It's possible to build bridges, tunnel through the landscape and even bungee jump in an attempt to reach enemy worms, and a different landscape is generated every time you play the game, with a total of 32 hills on possible game areas in all. There's also a save option enabling you to save any favourite particular landscapes, and the whole game is played under time constraints of up to fifteen minutes. If there's still worms hanging around by that time, then it's straight into a sudden death mode where each worm's life is reduced to just one point - in which case, the first team to kill a worm wins the game.

There's a fairly different weapons to collect in all, and with so many different ways of playing it, it's just possible that this could be one of the most lovable games ever - it's ruthless bombing action certainly makes it a much better bet than puzzle dross, Lemmings. But, if you're after a definitive opinion, we're afraid you'll have to wait for a while. Although the game version shown here is almost complete, the programmers are still working on a few details on the title, which means it won't be completed for a couple of weeks. Next month however, we'll definitely have the score for you

Worms. Seem to be **wetty popular** in videogames at the moment, don't they? **Earthworm Jim** has already made his second attack on the 16-bit market, and now thousands of the blighters are preparing to take over the Saturn. And if you're not careful, they might just **take over your life** too.



So? Worms aren't so bad really. You know, they have their griffins too. We had a small outbreak, leaving us hair and worrying about being too hot or too pumped into their backside.



Worms, there's plenty of things out of that one, and if you like that sort of thing.





# Worms

In case you use up all of your weapons within the first few minutes of play, special crates fall from the sky from time to time. When walked into, they reveal extra weapons which can then be launched as in the movie.



Oh how fun. You're just blown up the better! New Men, etc, etc.



*Kamikaze blasting bonanza for mercenary Lemmings fans!*

These slick graphics interludes pop up from time to time to spruce up the otherwise ordinary graphics, and show a worm preparing to battle with the enemy. Actually, they're quite funny sometimes. It's a pity the same standard of graphics wasn't used in the real game though.



A worm looking very cross. Or very stern. It's hard to tell.





|       |          |
|-------|----------|
| BY    | PHS      |
| PIECE | ETBA     |
| STYLE | STRATEGY |

BMG's initial Saturn tranche of releases are conversions of Crystal Dynamics' games first released on the 3DO format last year. And an **eclectic bunch of discs** they are too, with the Horde in particular not fitting neatly into any category. That's because there isn't, to our knowledge, another game that expects you to **defend a medieval village** from ravening monsters.

**T**he game is split into four phases, one of which is action, two being tactical and the fourth a series of FMV sequences that propel the plot along. The last of these is probably the most bizarre, starting with the enactment of a feast, your character is bestowed lands by King Winthorpe, and given a sword, Grimbreaker, with which to defend them. Later FMV sequences are a mix of random news reports, ads, animated sequences and spoof cable news reports.

The first tactical scene follows, giving you a portion of time to spend your income on various projects in and around your village. These range from planting trees and buying cattle to defensive measures like pits, fences and walls. Your defenses

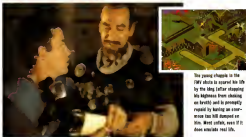
## A GROUP OF MONSTERS, HORDEINGS, ATTACK FROM ALL DIRECTIONS, DESTROYING CROPS, BUILDINGS AND GOBBLING UP THE VILLAGERS.

come into play in the next phase—the action sequence. A group of monsters, Hordeings, attack the village from all directions, destroying crops, buildings and gobbling up the villagers. Your armed character can destroy them, and well-developed defenses will hinder them.

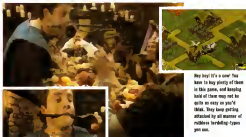
At the end of this phase, damage is assessed and your income and village both prosper by limiting the attack of the Hordeings. Gradually the alternating tactical and action phases become more complex—your village spreads into surrounding territory and your enemies become more powerful.

Occasionally a final phase where you pay taxes to the King's relentless exchequer takes place, which also gives you the chance to purchase items of particular value: stone walls to replace fences, meat with which to distract the attackers.

This somewhat complicated overview belies the real simplicity at the heart of the game, which actually fits into a select genre known as "panic games." These evil little brics have scenarios which aim to overwhelm you with tasks and difficulties where only a cool head and methodical gameplay will see you through. Whether Saturn owners wish to be panicked by The Horde's hordes remains to be seen. We'll be calm and collected for the review next month.



The young chieftain in the FMV shots is spared his life by the king, after stopping his aggression from choking on bread, and is promptly repaid by having an ear-crease (as his head is dumped on his chest). Most unfair, even if it does simulate real life.



Hey hey! It's a cow! You have to buy plenty of them in this game, and keeping hold of them may not be quite as easy as you'd think. They keep getting attacked by all manner of evil, ravenous hordeings types you see.



What a prime example of medieval this chieftain is. I'm sure you all aspire to be like him. But at all disgusting or foul is any way.





# THE HORDE

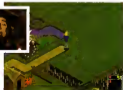
Sim City with, er, cows? What on earth's going on?



**Hound's 50 Secret Recipe**  
 Certain to send any Hordling into a hunger frenzy, it's secret, almost legal spices!

The gameplay is also mixed in with traditional RTS elements. For instance, you can buy weapons, magazines, animals, food - just about everything from the local shop, although you'll have to balance your expenditures with careful planning.

It's a bit like Sim City in the sense that you have to build up environments from nothing, then leave them to the hands of the gods, so to speak. The real art of the game comes in building up an empire strategically, so that you're not left open to attack from the nasty hordlings.





|         |      |
|---------|------|
| BY      | DRS  |
| PIECED  | LTBA |
| RELEASE | TBA  |

Late last year, BMG delivered a **special preview video** to all magazines which contained all of the forthcoming year's products. But since then, very little, in fact, **NOTHING** has been heard of the company. **Where did they disappear to?** What have they been doing? Well, it's pretty easy to find out - they've completely **changed their portfolio of titles**, have disbanded all support for the 32X and are going all-out **for Saturn domination**.

**A**mong their first batch of titles up for release are both *Solar Eclipse* and *Blazing Dragons*. Both created by Crystal Dynamics, both have already enjoyed some success on the 3DO, in fact, Crystal Dynamics have an enormous reputation in the video game industry, mainly as they were responsible for some of the early Silicon Graphics demos touted a few years back. But, as any programmer worth his salt will know, creating games is a whole different bundle of warts, so to speak. And so far, it's probably fair to say that Crystal Dynamics are still finding their feet. However, all of their titles have been re-rendered for the Saturn, so with any luck, by the time they're finished, they should be pretty good.

Hell, it was so successful on the 3DO that an animated series of the game has been scheduled to appear on ITV in early 1996.

*Blazing Dragons* takes the player back to the bygone days of King Arthur, except that the tales have turned and the evil dragons have become knights while Arthur's trusty men are mere slaves.

**IT'S DIFFICULT TO TELL WHAT THE FINAL VERSIONS WILL BE LIKE, ALTHOUGH IT'S FAIR TO SAY THAT THERE'S STILL A LOT OF WORK LEFT TO BE DONE.**

So the gameplay is more focused around the dragons than anything else and there's one in particular whose trials of life you'll follow - Flicker. He's a bit of a bumbling idiot really and you'll have to steer him through all sorts of mishaps in order to prevent him from turning into his arch-enemy, the Black Dragon (an evil mechanical contraption).

*Solar Eclipse* however, couldn't be more different. In fact, it harks back more to traditional gameplay being the 3D shoot 'em up that it is. Actually, the code we've seen is still very early so it's difficult to tell what the final version will be like, although it's safe to say that there still is a lot of work left to be done on the game's presentation and graphics. As far as content goes, this is your standard blaster - there's loads of levels, plenty of power-ups and masses of huge enemies and bosses that pop up out of nowhere.

At the moment BMG can't give any official details as to when these titles will be released, but with so much development time already spent on them, we'd hazard a guess that they'll be out within the next two months. Look out for more info next issue.



## Blazing Dragons



*Blazing Dragons* is one of those explorative adventures where the main object of the game is to walk around the various environments, discovering secrets, picking up objects and talking to hilarious characters.





# Solar Eclipse

*Number one 3DO hits make their way to the Saturn!*



The first title that BMG will release is probably a bit over-the-top as far as game design goes - it was created by Terry Jones, an original member of the Monty Python Flying Circus.

3D shoot 'em ups. We like them. A lot. If they're good, that is.



BY **US GOLD**  
 TITLE **ÉTOA**  
 RELEASE **DECEMBER**

After the **small disaster** that was **Pebble Beach Golf**, it's hardly surprising that most people have **lost all interest** in Golf games. Whatever happened to the classics of the genre such as the **legendary PGA series**? Why aren't they on the Saturn? **Does anybody really care?**

**W**ell, evidently, it seems you do. Almost everyone who's ever owned a console has more than likely owned a golf game of some description. It's a kind of interdependent relationship. Like chess and wine. Or something like that. But, the golf game has had a bit of a rough time of it since the Saturn was unleashed on the public a few months ago. For a start, no one seemed very interested in developing a golf game for the next generation machine. Except for Sega that is, who promptly developed the rather tragic Pebble Beach Golf - which received something of a passing when it was released in September '96. It seems as though developers are getting round to creating golf games - even EA are bringing their legendary golf series on to the Saturn in the not so distant future.

But what of now? Where are we to find our golfing pleasures in the meantime? Well, actually you won't have to look too far because US Gold have finally reared their rather large and important head and come up with a rather nifty golfing game, entitled World Cup Golf. Encompassing none of your

**ÉNCOMPASSING NONE OF YOUR MADE UP GOLF COURSE RUBBISH, THIS OFFERS YOU THE CHANCE TO PLAY ON ONE OF THE WORLD'S FINEST GOLF COURSES.**

made up golf course rubbish, this offers you the chance to play on one of the world's finest golf courses - the Myrtle Dornick Beach course in Puerto Rico. As you'd expect, all the course graphics are taken from Silicon Graphics renders and there's a hole-by-hole commentary throughout the title.

World Cup Golf has already appeared on PC earlier in the year, but the Saturn version has had many improvements made to it. In fact producer Gavin Chesire even goes as far as to say "There are a lot of golf games that play well, and others that look great but play like dogs. With eight months of further fine tuning of an already superb golfing engine, linked to the massive power of the Saturn, World Cup Golf stands head and shoulders above the competition." We'll see. Care, we'll see.

World Cup Golf is almost 100% complete and is scheduled for a December/January release, so we should be able to bring you a full review in time for next month.



Although most golf games offer two or three courses, World Cup Golf takes play on just one course - but it is one of the best courses in the world, & maximum of four players can join in the competition.

Loads of time and effort has been put into getting the sports movement absolutely spot on, and although this was released on the PC some months ago, US Gold have taken it back to the drawing board and given the gameplay and graphics more fine tuning.



Loads of options. That's the glory of golf for you, readers.





# World Cup GOLF



Could this be the answer to every golf fan's next-generation prayers?

Hey, there's male and female golfers in this game. Just like real life, really, isn't it?

Watch out for that guy taking half a swing over there. Only jacking like he is.

The cursor guides the direction you'd like the ball to follow.

HYALT

# letter



## Well, the first issue of SEGA SATURN MAGAZINE has hit the shelves,

and the response, thankfully, has been great. Most people are very happy indeed with our change of image and increased amount of coverage, and we're very happy with you being happy. So let's all go and live in some idyllic happy commune somewhere and hug each other. Or alternatively you could just keep writing to us on any kind of Sega or gaming subject, or tell us what you've had for your tea or anything. Hey man, we're your friends. So anyway, get on with it, and send the results to the DONUT COMES ALIVE MAILBAG, SEGA SATURN MAGAZINE, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC2A 3ML. Thank you.

## WHEY HEY!

DEAR SSM,

Firstly I'd like to say congratulations, WHEY HEY! and a very well done to an excellent first issue launch, and as excellent promo video.

Travelling over I would just like to ask where is the hints 'n' tips guide for the Saturn and are you going to be publishing one in the near future?

If possible please could someone help me on Bug. I'm stuck on Split Screen as I cannot get past the fire floating bubbles. When I rang the Sega helpline (ha ha) they replied so one was available to give help as they don't have time to test all games and they don't give tips out. After spending £400 on Sega Saturn and £200 on games surely Sega should make time to help us novice gamers who are still around. I think it would be interesting to hear how many more people have had a negative answer from Sega.

Cery on the good SSM,  
Earl Swan, Luton, Beds.

You've got a fair point! Earl, it would be nice if Sega ran a helpline similar to that operated by certain of its third party developers. Perhaps if enough people ask them nicely they'll set one up. We might publish some kind of tips guide in the future, but there aren't really enough games around to warrant it right now. But there is a level select for Bug in this month's tips section, so it's not all bad news!

## SURPRISED I DIDN'T WIN

DEAR SEGA SATURN MAGAZINE,

Firstly I would like to say that your magazine is the best and I have every issue.

Now on to the main reason why I'm writing in. While I was looking at the results of the Virtua Fighter competition in issue 12 I was surprised and disappointed that my character wasn't among the ones that you printed. Now I don't want to criticise any of the entrants as some of them were ace but I think that my character, Tyra Star was just as good as or better than the best of those efforts. Although the history was inaccurate I found out that Dural was a robot not a human after I had sent it in! It was quite imaginative and real, that was what you said you were looking for.

After working on it just a bit, every day for a month I feel as if I have wasted my time especially since I should have used all of that time doing my homework [That's not our fault - SSM] I am currently in my final year of secondary school and I have fallen a bit behind on



English Technology and Geography because I used some of my home work time on the competition although I'm catching up now [That's nice to hear - SSM]

All I am asking you to do is to send my work off to AMJ. If it isn't possible then could you at least print it in the magazine and see what other readers think of it?

That's all I have to say other than "Keep up the good work"  
Fenwick Swan, Haddenfield, W Yorks.

Well you seem to be lacking somewhat in the imagination department, having not been able to think of something more constructive to do with a month's worth of evenings at your age, or b) foresee the ensuing detrimental effects to your education. Just think, you could have fallen behind by going out and selling glue or pyrotechnics, and instead you spent the time on a competition. That's why you didn't win. Still, I blame the parents.

We can tell you what the other readers think. They don't care.

## FRENZIED BOX OPENING

DEAR SSM,

I recently found myself in the nice position of actually having some money left at month end. So off I went to my local computer store and bought myself a Saturn plus RF lead [my television does not have a SCART socket]

However after a frenzied box opening session when I got home I read the Saturn handbook only to discover

that I did not need an RF lead as the Saturn can be run through my video.

Now, surely if this is a viable option for people with SCART free television, why was it not made more widely known? I and many others a like have bought a £25 lead that I don't need.

Surely information as simple as this could have better publicised by Sega or are they too intent on making money at the expense of the already over-paying and user?

@ Arsher, Telford, Berks.

It's hard to apportion blame in this case. As it Sega could perhaps have made it clearer that any old SCART socket in the house would run your Saturn for you, but then, so would Diogenes. Maybe manufacturers just assume an unrealistic level of technical familiarity on the part of their customers. But future Saturn owners be warned - video SCART sockets are perfect for your console, so no RF required.



Rally and Fighters II - surely neither are games available on PlayStation at the moment.



## MUMMY... I'M SCARED

DEAR SSM,

I have read many magazines over the last few weeks and I have noticed that many people are slagging off the Saturn in many ways.

For example, in one magazine they pointed out that in the year to come the Saturn would struggle a lot competing against Sony's machine. What are they saying? They don't even know what Sega have lined up yet. I have also read that Sony's games have been programmed using many different libraries. I hope that Sega Rally, Virtua Fighter 2 and many other games made and released by Sega using their libraries outlive the PlayStation games.

Your magazine is excellent in every aspect - Virtua City's great!

PS: Whence the posters you used to give away?

James Cross, Hale Village, Liverpool



The Saturn has an ace new library, the SGL. OS in fact. You can read more about the fascinating development and other interesting and inspiring insights into the future of the Saturn in our special feature on the subject elsewhere in this issue. PS: They're up as you read!

## WHAT A RRP OFF

DEAR SEGA SATURN MAGAZINE,

Oh dear. Sega are at it again. There's always been a loyal supporter of Sega but recently I was very disgusted. In late September I strolled down to my local computer store and purchased a new Saturn and a copy of Daytona at a RRP of £199.

It was only on that Saturn advert I noticed that the RRP had been reduced to £99 to battle with the PlayStation. I had signed up to a buy now pay later scheme while I take home the Saturn and am expected to pay £36 next April. Cool. I thought that's a hundred quid in my pocket. But when I checked the contract, The sum at time of sale due in April. Oh dear!

I have never felt so sick in all my life. I was told there will be a few reductions in price, but this is a hundred flipping quid. I could have bought a Megadrive with that. How's my advice to people wanting a Saturn this Christmas - wait until the Winter sales. They'll be going them away in boxes of cereal. Seriously though, I recommend you wait, you will save a fortune.

Rory Ginkley, Walslow, Staffs



You've remained admirably calm for someone a few quid off pocket their. Terry, and for that you must be applauded. However, whilst a pro-Chrisco price reduction was inevitable, the severity of the cut is dependent on both the weakening of the lowering export costs and the fact that the Egg machine comes with out a bundled game - so customers have to shell out for Virtua Fighter, which hopefully you didn't. Still, it doesn't give you your hypothetical hundred back. Sorry. Maybe you could try using the shop, or having a seizure. Or misleading consumers.

## LAUGH AND SCOFF IN HIS FACE

DEAR SSM,

I was getting a little bit worried about my Saturn and future games. That is until I got the free video Wow! I just wish to say THANKS. The future looks very impressive indeed. So now I'm off to my "PlayStation mates house" to laugh and scoff in his face. Ha Ha Ha!

Carl, Winghamham



Why not poke him in the eyes while you're at it!



Could it be that the Saturn version of FFA Soccer won't be up to scratch? That's what Michael Gallo thinks, but then, who is he?



Check out Knight 2, out in the shops now for a few of your worth pounds. And rather good it is too.



INDIE CLUB

## MUMMY... I'M SCARY

DEAR SEGA SATURN MAGAZINE,

Firstly I would like to congratulate you on having the best toilet read in the country. No really it's ACE - informative and could be classed as humorous - if you like that sort of thing!

Having just purchased a Sega Saturn I am having trouble with this reality link - there's just no buttons out there in the real world and not enough blood-curdling action!

One thing I want to ask, do you know if there's going to be a flight simulator for the Saturn (Ic'Fag Retaliator for the PC, but obviously with better graphics) where you can fly a sound quite peacefully then if you feel like it you can shoot the living crap out of something!

Well that's my dilemma over I will speak to you soon with my lines for the Daytona Challenge.

Rig Ave,

Matt Wadding, Clifton, Bristol



Thanks Matt, we love you too. There aren't any flight sims of your dreams planned yet. Perhaps you could apply the same philosophy to this "reality" of which you speak.

## GET A NEW CAMERA

DEAR SEGA SATURN MAGAZINE,

I bought issue 22 of the Sega Magazine I looked inside and I saw what I think was the most impressive game to come out on the Saturn. It was a preview of FFA Soccer '96. I looked at the pictures of the intro of the game and I thought to myself "the graphics look really good". But when I saw pictures of the actual game being played it looked like a Master Systems version of FFA. Is it your camera that makes the picture blurry or is it the actual game itself? If it is the camera I think you'd better change it because it will make people think that the graphics are pathetic and therefore won't buy the game.

Anyway this is the only complaint I have got. I think your magazine for the Saturn is great. Keep up the good work!

Michael Gullif, Glasgow, Scotland.



Sometimes, when games are really early on in development, we can't actually get a copy of the game into our offices and have to take our pictures from grotty demos or videos. We'd rather have these in the mag than not show the game at all, but trace though they're not always of our usual picture picture standard. But quit your whining or you'll get nowt.

## THE SATURN IS DEAD

DEAR SATURN MAGAZINE,

I am writing to you out of concern for my new wonder console The Saturn by Sega. Sega is a company for which I have always had a lot of respect until I recently read in another mag that an American company called Lookheed Martin were developing the Saturn 2 and that the Saturn maybe prematurely upgraded or even phased out altogether!

So for all that hype all that money (some £300+) I have purchased a dead console. I along with everyone else that invested in the Saturn, the add ons and the games - "SHOULD BUDDY WELL HOPE NOT".

I have always relied on your mag for info and insight into present and future developments in the world of Sega games add ons and consoles and above all tied your mag is the only mag to get for all things Sega.

Marc Foxley, Craggville, Bedford



Calm down Marc, you're in no danger of being rendered obsolete. There's no such thing as the Saturn 2, and Sega won't launch a single new piece of hardware until the end of 1998 at the very earliest. Although obviously future machines are always in development as they are for Sony, Atari and JGD.

# Q&A

Despite the wealth of information at your eyetips in every issue of SEGA SATURN MAGAZINE, some of you still have a thirst for MORE KNOWLEDGE. Providing this is the purpose of Q&A. If you like a question or two answering, make sure it's interesting and send it in to: **YOU ARE A FOAMER, O&A, SATURN MAGAZINE, FERRY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AA.**

## LITTLE TOMMY SPEAKS

DEAR SATURN MAG,

I am a Megadrive owner and I want to get a new game. Could you put this list in order best to worst - Theme Park, Micro Machines 2, Virtua Racing, Comix Zone, Ganstar Heroes.

1. I want to upgrade to 3D-RT - should I buy a 32X or sell my Megadrive and get a Neptune?
  2. When is the Neptune going to be released officially?
  3. If you buy a 32X from Special Reserve as featured in your magazine would you still get the 150 worth of vouchers?
- Please answer my questions or I'll be in!!! - ah never mind.

Tom O's Puppet, Longlight, Manchester

1. Ganstar Heroes, Virtua Racing, Micro Machines 2, Theme Park, Comix Zone, but they're all a bit 2D.
2. Really plans for the European launch of the Neptune have been slowed considerably. It's highly unlikely the machine will ever see the light of day on these shores, so you're best off going for a normal 32X.
3. It'd be a bit crap if you didn't try rapping them and axing.

## POOR OLD SONIC

DEAR SONIC,

I have just bought your number one edition of the SEGA SATURN MAGAZINE which is out of this world, so to speak, but there is one issue that you printed which I entirely disagree with it's Street Fighter the Movie. You only gave it 40% overall and 50% for graphics. Why such a low score? OK these are three other Street Fighter games around is that why you scored it so badly? I mean if it was the first Streetfighter game then I would think that it would be a different story wouldn't it? Who cares what you rate it as I enjoy the game, I enjoy playing it and don't say it's a sad person cause I'm not. I've played Virtua Fighter as well and I can't wait until VF2 is out!

Please don't slag off a game because it's been done before, poor old Sonic never gets slagged off does he?

I Newman, Chardless Ford, Herts

**Streetfighter: The Movie** wasn't a hit and for its late coming date it's the Streetfighter image. After all, there aren't ANY Streetfighter games for the Saturn. It was the slow-down, poor digitised graphics, terrible animations and general dog's nose of its gameplay that earned it the kicking it quite rightly deserves.



## IS IT WORTH IT?

DEAR SATURN MAG,

This is the first time I am writing to you. I wondered whether it would be worth it because in recent magazines people have written and complained that some of their letters have not been published and answered. I only have a few questions that I would like you to answer.

1. I have a Sega Saturn and I also have Daytona USA. Do you think for Christmas I should get another game like Virtua Cop or get the Arcade racer?
2. Virtua Fighter came with my Saturn in the VF Remix and VF4 can you still access it?
3. I've seen the reports of Bug! and say it seem to be extremely good but is the game as good as it sounds?
4. Do you have any more back issues as I missed number 40 of Sega Magazine?

PS For all the people who write to the magazine please try to make your letters easier to understand for the people who don't know much about this sort of computer. Because in the last issue (number one) there was a letter which read 'In issue in some one asked a question I would like to know the answer to it: Daytona game to be removed with the new AMD SEG DSP'.

Now I don't know what that means and I'm sure other readers don't either so can you explain it please?

Simon Burnett, Chelms, Essex



Get Virtua Cop in December 1994

1. Go for the game. The Arcade racer is only say so if you've got loads of driving games to keep you occupied.
  2. Oh yes.
  3. It's certainly not bad. In fact, it's very good.
  4. Try calling 0800 488888.
- PS The AMD SEG DSP is a brand new Operating System (hence the OS) for the Saturn which makes it easier to produce brilliant feature-mapped polygon graphics. And brilliant they are. Keep reading the mag to play almost of these trippy quantum leaps in technology and amaze your friends.**

## O&A IS ACE!

DEAR SEGA MAG,

Your mag is great and is the best one around and the idea of having a Q&A section is ace so please could you print this. It's the first time I have written in. Please!

1. Mydad is just about to buy a PC but I say the graphics are better on the Saturn. Am I right?
2. Will there be a keyboard with maybe a writing program on the Saturn?
3. Is it possible to get the latest releases on the Saturn such as Sega Rally on the PC?
4. The games on the PC seem to be copies of Saturn games except you have to read an endless manual before you start. Will there be such complicated games on the Saturn for boring old people (my dad)?
5. How long will it be until Sega bring out a new game console?
6. Will there be an internet sort of thing available

on the Saturn?

2. In the games club that I am a member of the Saturn is £299.99 but in one of your issues you said it would go below £200. How can this be?

3. I maybe able to get a Saturn for Christmas but I'll have to share it with my brother who will bring all his snobby modern friends round to crap it up as he has done to my Megadrive too many times! Please could you give me some suggestions of ways around that? I BIG YOU!

See you

Jonathan Walker, Bugh Heath, Surrey

1. In certain cases it's better than most PCs, except the very very expensive ones (£3000+).
2. Keyboard perhaps. Writing program load know 32X it.
3. Games like Sega City 3200 and Theme Park are part-overs of classic PC games. Expect lots more of that sort of thing.
4. Not until you get the very snobby.
5. It's a possibility but these aren't any console game in public hands yet.
6. DOES NOT COMPUTE.
7. Perhaps you could share it with your dad and persuade him not to buy a PC. Or collect maximum material against your brother and use it against him in malicious ways. Or kill him.

## NUMBER ONE FAN

DEAR SONIC,

This is your no. 1 fan Chris Baker please could you answer these questions.

1. I want a Saturn for Christmas. However the back of my TV has no SCART lead connector. Is it true you need an RF lead and do you lose picture or sound quality with one?
  2. Will Virtua Fighter 2 be out on Saturn before Christmas?
  3. Is Mortal Kombat 3 coming out on Saturn before Christmas?
  4. Will a virtual reality mask come out for the Saturn?
  5. Will a Saturn version of the Playstation skate board stick ever be released?
  6. Will there be a reissue of a full motion video cartridge. If so when?
- If you answer these it really help. Thank Chris Baker Church Village Mid Glams 5 Wals

1. Well you won't be able to run your Saturn through your TV's but you should be able to run it through a video (even) VCRs have a SCART socket in the back. If you don't get one, yes you'll need an RF lead, and yes there will be a slight loss in picture quality. Sorry.
2. Oh yes.
3. Oh no.
4. Let's hope not.
5. No. It might. But it's not exactly going to have a wealth of software support, is it? And can you imagine trying to play Virtua Fighter with it? You'd break your damn foot neck.
6. Well you don't really need an FMV card for games thanks to the Saturn being so. But if you're wondering about running Video CDs, the Saturn Video Card is already in the shops priced £70. And it's pretty good.



I'M SO CONVENTIONAL.



I ALWAYS CLEAN MY FACE WITH OXY DUO PADS. THE ROUGH SIDE **CLEARs ALL THE DEAD SKIN, GREASE AND GRIME** OUT OF YOUR PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE **WIPES OUT THE BACTERIA** THAT CAUSE SPOTS. WHAT'S MORE, IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS. I USE **OXY DUO PADS** EVERY MORNING AND EVENING WITHOUT FAIL. YOU CAN CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER; BUT YOU CAN'T CALL ME SPOTTY.



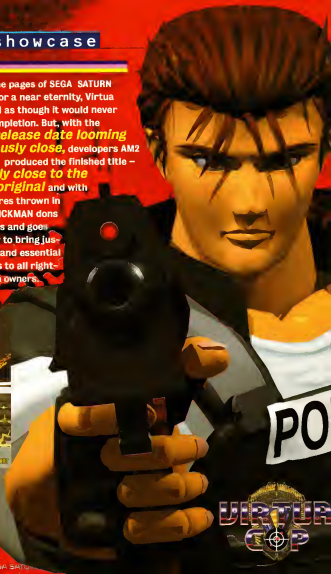
SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE - ALWAYS READ THE LABEL - OXY AND OXYCUTE 3M! ALL TRADE MARKS.



## showcase

Touted in the pages of SEGA SATURN MAGAZINE for a near eternity, Virtua Cop seemed as though it would never draw to completion. But, with the Japanese **release date looming dangerously close**, developers AM2 have finally produced the finished title – **brilliantly close to the arcade original** and with extra features thrown in too. SAM HICKMAN dons dark glasses and goes undercover to bring justice, peace and essential level details to all righteous Saturn owners.





# Call the COPS!

**S**URELY ANYONE AND EVERYONE WHO'S HAD EVEN A PASSING INTEREST IN VIDEO GAMES HAS PUMPED A SMALL PORTION IN TO VIRTUA COP — ITS STYLISH VISUALS AND FAST CLIPPING ACTION HAS EVEN ENTICED PEOPLE WHO WOULD NEVER DREAM OF PLAYING VIDEO GAMES INTO THE ARCADES. AND, EVEN AT THE BEGGARS OF VIRTUA COP 2 UDONS REAR, YOU'LL STILL FIND VIRTUA COP BEING PLAYED TO BRAG IN ANY ARCADE. IT'S NOT SURPRISE TO SEE WHY EVERYONE WHO WOULD EVER GET A BIT MAD WITH A GUN — ESPECIALLY IF ITS PRICED MUCH CHEAPER THAN THE REAL THING — WOULD WANT TO TRY THE GAME.

When Sega first announced that Sega would bring their world-famous cops to the home, you can imagine why we were a little cynical about the whole thing. Star Wars Arcade and Virtua Racing appeared on the shelves, but at the time, and although nice enough, they were nowhere near arcade perfect, something that Virtua Cop promised to be. But, after tracking the game from its early development version right through to the finished code, we can safely say that Virtua Cop is arcade perfect and it is, without a doubt, the best shooting game available for any home system.

## COP OUT!

So, is it what you're pretty tough, sitting down with your head new brains, eh? Well, how do you fancy taking on the might of EVA, cops and psychos ever to appear in a video game? These cops don't need any particular reason or cause to shoot — they just do it for the fun of it, and what's more, if there's one thing they definitely can't stand, it's keeping the peace. Which kind of makes your life difficult seeing as you're a fully-fledged copper and everything. But hey, you've got a gun and a bullet-proof vest — what more do you want? And besides, the EVA reputation are already causing a bit of a ruckus at a building site downtown. So with an eye going to the street level like a Webbering idiot? Nah, you're gonna get to work, of course!





## LEVEL ONE: THE ARMS BLACK MARKET!

An arms cache has been discovered in a deserted building site, and what's more, the criminals are still in the area! They've already heard that you're on the way though and are heavily armed, not to mention well prepared. You need to infiltrate the site, wipe away all of the enemy and retrieve the firearms (well that's the assumption anyway).

STAGE SELECT



Arrive at first with a simple plan, you'll have to explore around the outside of the site, looking for the entrance. Making anyone who pulls a gun on you. There are a few drop items scattered around and of course, you'll have to avoid them (otherwise you'll lose a life). Not possible, the cops are here, not to mention...



It's when you enter the site that the danger really starts to set in. The central corridor leads you into a long, narrow hallway. You'll have to watch out for enemies who are armed with grenades and some of the strategically placed pillars, barrels and cars. If you're not careful, you can shoot your way in - the game is the office, the hallway is the office, the office is the office - you can see what the boss is all about.



However, the real challenge comes when you're in the third part of the level. After looking your way through the outside of the warehouse, you'll finally infiltrate the building. Now, the real fun begins and it's full of fun, but it's also full of danger and you'll have to watch out for enemies who are armed with grenades and some of the strategically placed pillars, barrels and cars. If you're not careful, you can shoot your way in - the game is the office, the hallway is the office, the office is the office - you can see what the boss is all about.

After looking up some of the most interesting and most interesting level, what is it? It's King. King's got a very nice first-in-the-line, armed with an arsenal of gadgets, grenades and a few other things. After seeing the beauty that is his army to claim "I'll take care of you guys!" You'll have to be a little bit of a hero or a little bit of a villain - about the size of the old school, but it's a very interesting level.



HOLD YOUR FIRE

SCORE

FIRE MOVE PRESS START

ATTENTION: ORIGINAL GAME!

Knowing that a straight conversion of an arcade game isn't enough to entice today's gamers for very long, AM2 have brought some extra features to the Saturn conversion. Basically, original mode can be played as either a one or two player game and takes the form of a randomly-generated shooting range. In one-player mode you'll just be required to rack up the points, but in two-player mode it's a race to hit the target first. At the end of the level your points will be tallied up and the winner is, well it's obvious really it's the one with the most points.



## LEVEL TWO: UNDERGROUND WEAPON STORAGE!

FYI, there are even more weapons stored in an *secret* underground hideout. This time your mission involves much tougher opponents, although the overall object of the level remains the same: **KILL** everything in sight and reveal the badasses behind the firepower!



Well, this may be an underground weapon storage, but you'll begin the level in the warehouse in an attempt to break through to the hideout. In this level, there's loads more menacing enemy vehicles which really show off the power of the Saturn, and there's some even more impressive vehicles, such as this truck which is driven towards you in a most menacing manner. Shoot the driver to prevent the truck from advancing!



In part two of the level, the driver gets back for more, although this time they're armed with a bigger gun, shoot the driver to prevent it attack, and remember to shoot the horns for an easy-crushing power! Explosives, in fact, remember to shoot just about everything, because there's more hidden weapons to discover.

There's loads of ways to earn extra points in Virtua Cop, and probably one of the easiest is to take out the bad guys with a justice shot. This basically shoots the gun from their hand before they get a chance to use it, thus earning 500 points. A bulls-eye (hitting the bad guy in the middle of the target) will collect more points. Shooting a target more than once will also rack you up a high score, and will send your opponent spinning and reeling all over the place!

300 x 1  
NICE BULLSEYE



The final part of this level takes you to a vehicle shop full of the gang's underground, menacing hideout. After racking up an impressive body count in the corridors and causing massive explosions left, right and centre, you'll find yourself in an open space once more. Only one King - Bambo looks a bit odd and unnecessary thing. He's pretty impressed that you made it this far, but quickly proceeds to your ears and takes half a ton of explosive your way. This time, he's not alone either - you'll face other gang members armed with grenades and shotguns while he goes for a real behind packing order. He returns several times though, and defeating him really takes some doing.



DIRTIA  
COP

FREE PLAY



## AM2 BRING AN ARCADE PERFECT CONVERSION INTO YOUR HOME!

Yes, just to prove that AM2 really did come up with the goods and there will indeed be NO compromise whatsoever, we've decided to stage a little test. On the left you'll see original shots from the arcade version of Virtua Cop and on the right, shots from the Saturn version taken from the same part of the game (or as near as is humanly possible). This proves beyond all shadow of a doubt that Virtua Cop is arcade perfect. And with the extra Saturn features you could even argue that it's even BETTER than the original game!



## TWO CAN PLAY THAT GAME!

Yes, in time-honored tradition of all good shoot 'em ups, Virtua Cop comes with its very own two player mode. Which of course means you'll need two guns to get the most out of it. And, as it also means that it might end up as a rather expensive affair. But,

enjoyment it definitely delivers - if there's one way you should definitely play the game, this has to be it. In fact, playing Cop with the guns makes life much easier as, it has to be said, that playing with the joypad can be quite cumbersome at times. Anyway, as for the two player game - it's the same as the one player game except that you play it with two people, which makes things loads more exciting!



## TARGET!

If you've never played Virtua Cop before, you might be wondering what all the funny circles on the screen are. Well, it's fairly simple. When the target is in two halves and showing green, it means the EVL croone is preparing to shoot you. When it turns amber there's still time to shoot before he manages to fire at you. However, when it changes to red, it means that the character is taking a shot. The target will change back to green once you've shot the character.







showcase

# Dural going to die!

*After seven and a half months of intensive coding,*

the Saturn division of Sega Amusement Machine Research and Development Department 2 has finally completed what some thought would be impossible - *a near perfect conversion of the monster coin-op, Virtua Fighter 2.* Still regarded as the *greatest 3D combat game* over a year since it was first released in Japan, VF2 is an *unmissable fighting experience...* And it's nigh-on identical on Sega Saturn. RICHARD LEADBETTER reports.



**S**EGA SATURN MAGAZINE WAS JUST TAKEN DELIVERY OF A COMPLETED COPY OF SEGA'S VIRTUA FIGHTER 2, AND IT'S A REVELATION. FROM A TECHNICAL STANDPOINT, THERE'S ABSOLUTELY NOTHING TO MATCH IT. THE GAME HAS ALL THE SPEED AND THE FURIOUSITY OF THE COIN-OP ORIGINAL, RUNNING AT 60 FRAMES A SECOND IN SUPER-HIGH RESOLUTION - SO MUCH IN FACT THAT WE HAD TO UPDATE THE WAY WE TAKE FRAMES GAMES IN ORDER TO GET THE GAME'S FULL DETAIL ON TWO PAGES OF THE MAGAZINE WITHOUT THE GAME LOOKING BLURRY AND BUSY. THE ACTUAL FRAME RATE OF THE PRODUCT WILL CHANGE WHEN IT IS ADAPTED TO THE PAL SATURN, BUT THE GOOD NEWS IS THAT AMD ARE TAKING EXTRA TIME WITH THE PAL CONVERSION, EVEN THOUGH IT MEANS THAT THE GAME WILL NOT BE AVAILABLE UNTIL LATE AFTER CHRISTMAS.

But the proof of the pudding is in the gameplay, and we can report that Saturn Virtua Fighter 2 is nigh-on identical to its arcade brethren. The controls are perfect and any one so familiar with the coin-op version should have absolutely no problems getting to grips with the game. Quite simply, you probably won't believe that this is a Saturn game you're playing when you load up Virtua Fighter 2. It looks and plays far in advance of anything seen yet - on both Saturn and PlayStation.

The question is now, can anybody out there match the technical prowess of AMD? Virtua Fighter 2 is state-of-the-art when it comes down to next generation gaming - bar NONE. It shows the world what Saturn games should be about and puts the majority of contemporary releases in the shade in terms of audio-visuals and gameplay. And obviously, we want more of the same. Still, enough coding. On with the game.

»»





showcase



# Virtua Fighter 2







# Virtua Fighter 2

## HOW IS IT DIFFERENT TO THE ARCADE VERSION?

The Model Two arcade board on which Virtua Fighter 2 is based costs around 20 times that of a Sega Saturn, so it's only to be expected that some things will be different from the original arcade game. "A part of the reverse technique and stage background are difficult to convert to Saturn," confesses Chief Programmer Keiji Okazaki. "Though there are reverse techniques which we will not be able to include, we are also testing new [Saturn-specific] techniques which will be added. I am not going to tell you any more about these new techniques, but it will be like the horse in Daytona USA."

The bottom line is this - some of the background features such as Shun's bridge are just too polygon-concentrated to be included in the Saturn version of Virtua Fighter 2 without compromising the speed of the gameplay, so they have been dropped, along with a few very obscure moves - in their place you can expect more game variations (more on this later) and extra bits to sustain interest, such as a player-controlled Densai and other goodies.





# showcase



## Virtua Fighter 2

### THE FIGHTERS

Virtua Fighter 2 boasted eight different characters (nine if you include Dural) and over 700 different movements. For Virtua Fighter 2, the character roster has gone up to eleven (again counting Dural) but the inclusion of over 2,000 motion-captured moves - an incredible achievement for the Saturn conversion. It would require a host of pages to show off each individual move for each fighter, so we're concentrating instead on what's new

#### AKIRA YUKI

Humiliated by Kage in the first Virtua Fighter tournament, Akira has trained hard and boasts the lion's share of the new moves. Just like the first game, Akira concentrates on close-range combat and super-powerful moves. Also of note is the plethora of new throws that Akira has his repertoire. He now has two throws that enable him to get behind his opponents before he strikes.

#### PAI CHAN

Pai was always the character that specialised in lightning fast combo-orientated surgical strikes, and this again has been fortified in Virtua Fighter 2 with a frankly huge array of different PVK combinations. Her ability to counter-attack, turning a foe's attack against them with a throw has also been boosted in the sequel, making Pai quite a powerful opponent.

#### LAU CHAN

Lau was the champion of the first Virtua Fighter tournament and defends his title in style in Virtua Fighter 2. His combo skills remain second to none - in fact, they are now even more powerful - his ability to "float" a foe is now even more pronounced. Faster and a mael with even more deadly moves, Lau Chan is again a hot contender of the Virtua Fighter tournament.

#### JEFFREY McWILD

The Australian fisherman enters the second Virtua Fighter tournament for the prize money alone,

with which he wants to buy a new boat after his last one was destroyed. Extra throws are the order of the day for Jeffrey, who can drain huge amounts of a neezy with just one attack. Similar to Wolf, but faster and deadlier, Jeffrey is devastating in the right hands.

#### WOLF HAWKFIELD

Wolf has entered the championship to show how accomplished his wrestling skills are, and like Jeffrey, he intends to win mostly through his incredible throws. He's been given plenty more of them, along with techniques to pounce the opponent once they're on the ground. His lumbering nature may be the only obstacle between him and the championship.

#### KAGE-MARU

Although he defeated Akira in VF1, Kage did not succeed in infiltrating the sinister 16 syndicate, who he holds responsible for the untimely deaths of his parents. Armed with a variety of new techniques which give him a move for every occasion, Kage is a dynamic fighter who is second only to Akira in overall effectiveness in this sequel. Put simply - a deadly opponent.

#### JACKY BRYANT

Having been involved in an early Car crash for which the 16 Syndicate were responsible, Jacky believes this is what stopped him from winning the first VF tournament. Now returned to total health, Jacky's fiercely proud of his speed and his

versatility. Although somewhat monotonous to play, Jacky can prove to be exceptionally dangerous when played by the expert VF master.

#### SATAN BRYANT

Still brainwashed by the 16 Syndicate and still out to kill Jacky, Satan has spent the months between tournaments honing her own incredibly aggressive fighting style to its very limits. Extremely fast and gifted with powerful techniques, most of Satan's innovations are in her leg work, which is now far more versatile and unpredictable. A favourite choice in the VF community.

#### LION RAFALE

Son of a powerful French industrialist, Lion is the faster of Pnying Mantis Kung Fu - a swift, unpredictable art that's very different to the style of the other Virtua Fighters. Lion is young at 15 years of age, meaning that he isn't very powerful, but his speed more than makes up for this. One of the more visually pleasing characters in the new game.

#### SHUN GI

An old martial arts instructor who enters the tournament on a whim, curious to see how his drunken antics measure up to the competition. Shun enjoys a drink throughout the proceedings and allows the alcohol to relax his body, while keeping a sharp mind (that's the idea anyway). Again, like Lion he is extremely difficult to anticipate. He's also quick to rise when knocked over.





Right, it's not a particularly "old-school" game either played by computer. It's Suzuki and developer's to beat the living daylight out of Pac-Man, and for the love of it.



**TEAM BATTLE MODE**

**POWER 5-2 LOSSER**

|       |       |
|-------|-------|
| ASSET | CHIEF |
| BOSS  | BOSS  |
| LAU   | LAU   |
| WILL  | TAKA  |
| ADVER | ADVER |



The game has a very high level of difficulty, and some of the moves are just a bit over the top. The game is very challenging and also has a good story, which is why it's so popular.

**OPTION**

Character selection screen showing various fighters.

**OPTION**

Gameplay tips and instructions.



**OPTION**

Gameplay tips and instructions.

**CHARACTER SELECT**

99/99

Character selection screen with a health bar.



But you'll get to work on some of the toughest Akira, or that, sure is probably one of the toughest fighters in the entire tournament.





# Virtua Fighter 2

## VIRTUA FIGHTER 2 DEVELOPMENT DIARY

How do you go about creating what must be by far and away the greatest Saturn game to date? SEGA SATURN MAGAZINE has charted the rise and rise of Virtua Fighter 2...

**December, 1994:** Virtua Fighter 1 is complete and selling the Saturn on the quality of the conversion. AMI announce the development of VF2 and begin work on the conversion. Work on the Sega Graphic Library also begins.

**January, 1995:** Work on VF2 delayed as completing Daytona USA takes priority.

**24 March:** The Sega Graphic Library is shown to the Japanese press, with an incredible texture-mapped 7th covering around in 60 frames a second. The graphics routines form the basis of VF2's hi-res visuals and speed.

**April:** VF team take a short holiday on the completion of Daytona USA and code up the US and European versions of Virtua Fighter 1 on their return.

**May:** Work begins in earnest on VF2, with characters being developed on workstations while designers try to work out how to cram over 2,000 different moves into the Saturn's memory.

**June:** Fal, Lou, Lion and Shun form the basis of two demos shown at the Tokyo Toy Show (and on last month's cover-mounted video). The speed and resolution astounds visitors.

**July:** The data compression has been completed and the designers try out their Saturn versions of their new VF2 characters in the Tokyo Toy Show demos.

**August:** The basic game engine is complete, all of the characters' movements are present along with first versions of the fighters and their backgrounds. Shows in Berlin IFA and London ECTS shows to amusement from visitors.

**September:** Hit recognition is included - VF2 is now in a playable state and goes on display at the Tokyo AMMA arcade show, where AMI gauge reaction to their work and make adjustments accordingly.

**October:** General tidying up takes place, the replays are added and work begins on the Saturn-specific options. Adjustments and play-testing are also taking place at this point.

**November:** The final looks of polish are made to the gameplay and the Saturn-specific modes. The final music is added and the game is nigh-on ready for its December 1 Japanese release. Japanese pre-orders alone total 1.3 million units!



Here again, Mike manages to defeat Shun, and Sarah makes holy work of Wolf in both battle mode - a rare game option found in Virtua Fighter 2.





## MODES OF PLAY

Virtual Fighter 2's options screen is huge, offering various different game variations. SEGA SATURN MAGAZINE takes you through what's on offer.

### ARCADIE MODE

A near arcade-perfect version of the original Model Two arcade game, with only tiny compromises made.

### VS MODE

The simple two-player mode first pioneered in Virtual Fighter 1. Much the same as two players being at the console in arcade mode, but here even the winner can change character after vanquishing his foe.

### RANKING MODE

The computer judges your performance as you play through the normal arcade mode game, and evaluates your antics. Boring, repetitious moves cost you points whilst variety in your gameplay reaps the rewards.

### EXPERT MODE

One of the more exciting features. The CPU notes and retains any incredible techniques or combinations that it thinks will add to its own intelligence. This was a hidden mode in the coin-op original. An on-screen indicator shows when the CPU uses a technique it has learned from the player.

### TEAM BATTLE MODE

Two players each choose a team of five players, who then square off in an elimination type scenario. A concept which did really well in SNK's King of Fighters 95 and is equally superb in VF2.

### TEAM BATTLE MODE



### WATCH MODE

A very simple non-interactive mode that sees the computer choosing two players and then liberally fighting itself, while you "watch". Hence the name.



## WHEN IS IT OUT?

The Japanese have announced a release date for their version of Virtual Fighter 2, which is due on December 1 - before Christmas! If you own an official Sega Saturn, it would be best to wait until early January for a decent PAL conversion - otherwise its letterbox displays and slower speed if you're using an adapter, which really doesn't do Virtual Fighter 2 justice.



# DAYTONA USA THE FINAL LAP!

## TIME ATTACK RULES

1. This isn't for racing on Team Lap Mode - In the usual game, you can start races before other cars to get extra speed. We think that this is an unfair advantage.

2. You must be using the official US release of Daytona USA on a UK Saturn. In converting the game to PAL, AMI changed the time base slightly, so sorry to all Import owners but you won't be able to enter this competition.

3. We only want your best individual lap time on any of the three courses, or all three if you're good enough. You can enter as many times as you like for any of the tracks.

4. You have to be racing on NORMAL mode, not GRAND PRIX or ENDURANCE.

5. If you end up with the best lap time, we'll send you a postage of it in the form of the racing mode. You don't have to send it in with your best time but hang on to it. We'll contact you if you win.

**PLEASE** read your lines in on the back of a postcard. **NOT** an envelope. Any entries sent by envelope will be burnt immediately. Don't blame us if you blame. Because there's nothing we do about more than a bunch of writing home gameplayers.

Send your entries to: DAYTONA TIME ATTACK, SEGA SATURN MAGAZINE, PRINCE COURT, 30-32 HARRINGTON LANE, LONDON EC6A 3AU BY DECEMBER 31ST



With only six months left until the wheel of war is announced, the entries are still coming in thick and fast. However, only a few of you steady gameplayers out there have managed to better the time sent in last month. As the six week dates of about November in recent months, we're going to give you FOUR WEEKS to boost your gaming abilities into shape and send us in some decent times. The results will be announced in our February issue (and in January, NOT in our Christmas issue as was previously stated). If you've managed to come top in your category (which we don't doubt, considering the stats of most of the entries), you'll be receiving a post from our good selves reporting that you stand in elite admission of your class.

The final date for entries to be accepted is December 31st, so you'd better be quick!

## BEGINNER'S BOUNTY OVAL 777

Win an exclusive Saturn Jacket, an Arcade Racer, a steering wheel and Virtua Stick!

1st 25 - Jason Oh, South Oxfordshire

1st 50 - Neil Cates, Swindon

1st 75 - Jason Clark, Lancashire

1st 100 - Keith Aggett, Newson Abbott



## ADVANCED: DINOSAUR CANYON

Win an exclusive Saturn Jacket, the Arcade Racer and 10 Saturn games!

1st 25 - M Roy, West Wiltshire

1st 50 - Jim Smith, London

1st 75 - Tony Chambers, Shropshire

1st 100 - Andrew Wootton, Leamington



## EXPERT: SEA GALAXY

Win an exclusive Saturn Jacket, the Arcade Racer and A YEAR'S SUPPLY OF SEGA'S SATURN GAMES!

1st 25 - Bryn Fox, Cleveland

1st 50 - Nigel Singh, Huddersfield

1st 75 - Barry Lewin, South Yorks



Well, a much better attempt all round. In fact more formidable entries, but there's still loads of room for improvement. So get to it, doughnut boy!





**IT'S BIGGER,  
THICKER,  
AND HARDER  
THAN HIM!**

**COMPUTER  
VIDEO  
GAMES**

**ISSUE 169  
OUT NOW**

**WHAT  
A RIP  
OFF!**

**PC CD-ROM SOFTWARE  
WORTH £19.99 OR MORE**

**£5  
OFF**

This discount is valid until the 31st January 1996 and only applies to goods purchased from John Menzies Computer Departments. This voucher cannot be exchanged for cash. Only one voucher can be used for any one purchase.

To the Store Manager:  
Return this voucher to  
Garland Coupon Services with  
your fortnightly tokens and  
voucher returns.

Cash value 5.00 p. 200101 300

**FOR STORE USE ONLY**

|                           |  |
|---------------------------|--|
| Store Code No.            |  |
| Full Name No.             |  |
| Date                      |  |
| Value Returned (initials) |  |

You'll also find £5 off PC CD-ROM software vouchers in the December issues of NMS, Playstation Plus, PC Review, CVG, Moximum and the January issue of Meon Mochines. The more magazines you buy, the more discounts you can get!

**MENZIES**

**YOU'D BE SILLY NOT TO!**

PLUS GREAT DEALS ON SATURN AND PLAYSTATION SOFTWARE AT JOHN MENZIES COMPUTER DEPARTMENTS



# DEAR SATURN MAG, I'VE HEARD THE

*Right now there seems to be a lot of worry and fright about whether or not the Saturn has what it takes to cut the gaming mustard. SEGA SATURN MAGAZINE puts a stake in the heart of rumour-mongering...*

We're hell. And in a retail war it's the consumers who are on the front line. And that means you, ya knuckleheads. Since you're reading SEGA SATURN MAGAZINE it's fairly safe to assume that you either have a Saturn already or are that close to buying one. But there are uncounted thousands of potential console owners out there who are now the unwitting targets of a marketing barrage. And it's not just the sinister cult of advertising that's mauling with everyone's minds. There's a whole world of cogitations and misinformation out there ready to snag the unsuspecting. But there's more to it than most people think.

## MY GOD! A BREEZEBLOCK!

We can't deny the Saturn started life with a bit of a bad rep. True enough when the console was launched in Japan premium quality software was not exactly abundant. In fact, apart from good old Virtua Fighter and Daytona (which now looks amazingly dated), there was pretty much no premium quality software. Instead there were things like Gale Racer and Tansa-Adventurous Ball in Beepie Land or whatever it was called. Basically not the sort of games you'd take home to meet your mother. Unless you wanted her to get your dad to throw your delinquent Saturn out of the house, shouting "And don't come back, ya leazy bum". But then no-one in this country should really have given a fig, save for these evil import owners trying their hardest to undermine the worldwide Sega hierarchy in the name of earnings. Sadly though, as happens with these things, the press were all too eager to pounce on the nascent 32-BIT machine. In the interests of a story and began bandying their prophecies of doom for the Sonic wranglers. Of course, this wouldn't have been any story if it weren't for the imminent arrival of Saturn's big rival, the PlayStation. In the interests of continued sales it was of course best for publishers to fuel such rivalry as early and as vehemently as possible.



SEGA'S biggest news of Saturn games will offer an even greater depth of play than Daytona USA, and the graphics will be absolutely awesome!





feature

# SATURN

## COULDN'T HANDLE ALEX KIDD... ...IS THIS TRUE?

GNN... IF I CAN... JUST GET  
THAT... NEW OS...

### SATURN! B... BUT HOW...?

In order to scupper a repeat performance upon European launch, Sega took the surprising step of releasing the UK Saturn three months early. And while they may have clocked up some alright sales, it wasn't perhaps the rampant success they could have hoped for. The rush launch might have been a good idea, but they forgot to tell anyone they were doing it. This meant the press didn't have time to gear up or start previewing the official software lists and retailers didn't have the time to hype the new wonder machine on the block. So the Saturn slipped out quietly in June with most people none the wiser - at a price point regrettably inflated by an unusually high Yen (which caused financial chaos in Japan and emergency currency-type meetings across the globe). Poor old Sega. And then what dya know, Sony with their huge mega-corporation budget go and launch a couple of months later with a fully-fledged machine, carefully selected "best of Japanese" games selection and high-profile ad campaign. The basis. But since then, things seem to have evened out. Sega's awesome arcade reputation exceeds even the celebrity and loyalty afforded them by the Megadrive, and lots of players realised that the games they wanted to see and play in their own homes were mostly produced by an AM division. Daytona wasn't exactly pretty, but has sold outstandingly well on the back of its depth of playability, something sorely lacking in its closest PlayStation competitor Ridge Racer. Panzer Dragon is as visually stunning as any "next generation" game seen so far. Virtua Fighter, the bandied game, is still the best bet 'em up on the market. And then the new SGL OS arrived.

### FIVE LIES ABOUT THE SATURN

1. It can't handle texture mapping.
2. It's crap with polygons.
3. All the official games are letterbox format.
4. The Video CD picture quality is poor.
5. You can make toast with it.

First demonstrated at the Sega new year strategy press conference in Japan this was an all-new operating system which makes programming the serial processors of the Saturn a way easier task than ever before, using a fraction of the power of the original Saturn operating system. The first game to use the new Sega graphics library had to be Virtua Fighter 2, and work which had already been completed on a Version 1 convert was scrapped. Instead Sega deployed a two-character non-interactive demo which was still incredible enough to set every little software tongue wagging furiously. Suddenly Sega had forced everyone to recognise them as the major player in home gaming. The Saturn is still coming in for a hard time, not just from biased or jaded press types but also from biased and jaded consumers and even biased and jaded developers. But that's only to be expected in a pre-Christmas market-establishing battle of the scale currently underway. But now there's plenty of solid evidence to support Sega's enthusiasm. All you have to do is look at the games. Goddamn you - LOOK at them. As you'll see from our Showcases of the finished Virtua Cop and Fighter 2 the Saturn is capable of far more than the detractors would have you believe. All scurrilous rumours of an under-powered or outdated machine have been well and truly scratched. Only the truly blinkered could deny the Saturn's wide slice of the chance cake for sales supremacy.

And this isn't covering the multimedia extension which, we have to say, is actually pretty fine. And which doesn't exist on any other home console. Except the CDL and no-one's got one of these. Indeed, it's doubtful even Sega will make much of a fuss about the Video Card until the Saturn has a big enough user base to flag plenty of titles to (presumably after Christmas). Once the card presents a large consumer target opportunity you should expect to see plenty of new multimedia applications, more like the gibbous available for PCs and Apple Mics than the dismal Kiki On Site-esque Mega-CD examples. And don't forget the looming Internet connector kit too. But all that's in the future. Right now the Saturn presents itself as a gaming choice for the new generation. Current Saturn owners should rest easy in the knowledge that their machine has the power and technology to survive and thrive through to the next-next-generation, whilst non-owners should make their purchasing decision warty-free.





# showcase

Three years have passed since the launch of the *original Thunderhawk*. Or thereabouts. We can't remember that well. But here's the *sequel on Saturn*. And it's ace. So here's Rad's Showcase.



Look on those minutes and history of targets. Or you could use your machine guns, or cluster bombs, or any of your other M-tech weaponry.



**t**HE AMERICAN ARMY plans for a helicopter is a *whirlwind*. At least it was back in the Seventies TV shows I missed it up from, having no real personal experience of the American Army. But when did they get such a name from? Was it perhaps Leonardo DaVinci's Renaissance-age design for an early helicopter (before the American word "copter", meaning "he who flies with rotors" entered common usage)? Ah, would that it were that simple, humble straightforwardness. Whirlwinds are actually a much-covered-up element of US military history. They are in fact the smart hollow avians used by Martians to transport themselves across space. The term originates back in the Period when WW2 pilots saw strange futuristic apparitions at 20,000 feet. All because of their imaginations and now lost, but it's believed that the subsequent appearance of our own mechanical whirlwinds is the result of alien

communication with governments, in return for precious plutonium ore.

DaVinci is thought to have traded portraits of Martian royalty in exchange for his helicopter, parachute and vacuum cleaner designs - the latter based on the anatomy of the Red Planet's popular household pet known as an *Co'way*.

But helicopters are here to stay, having earned their own special place in the hearts of humanity with their cute habit of showering napalm onto unsuspecting foliage. And Core Design, the Derby-based rogues of gaming, love them so much they want to give all Saturn owners the chance to fly one, and kill



Another mission with its history. Each mission and history path. The free world shudders at your deeds.





# Helicopter

## Load of this!

CORE NAME : T62/2  
FULL SPECIFICATIONS  
VERSION V 2.5

081027

0.8670

0.8670





20 people with it. They've already got a good dropper pedigree, having produced the original Mega CD Thunderhawk. Thunderhawk saved the Mega-CD except it didn't really. But if anything could have saved the Mega-CD it would have been Thunderhawk. It was ace, and it was also the first game to actually use the capabilities of the machine to do something which wasn't an FMV intro. The Saturn sequel follows a similar formula (although it's not quite so jaw-drop ground-breaking on 3D-BIT). The game throws you in as a last hope for eight military world policing campaigns across the globe.



Which of these hotspots you fly to first is up to you, and the only way you'll find out which are the hard ones is to try them all. Each campaign is divided up into a number of sub-missions. Each sub-mission has two major combat considerations. The first is the Primary Target or Targets. These are buildings/enemy units/whatever that you're required to destroy before leaving the area. The second point of interest is the Mission Objective. This is the perhaps less important bonus purpose of the sortie, and could be anything from rescuing an important hostage to breaking a siege whilst escorting an aid convoy. In reality only one of these operations needs sorting before hitting the trail in order to still qualify for the next level. Indeed, if you're in danger of dying and don't reckon you can do either you're still able to fix the scene, but it costs you a demerit. Three demerits and you're court-martialed and grounded. Which sounds like

a pretty good idea with all these wars on. I mean, you're better off in prison than flying alone and unsupported over cross-fertilised, waiting to be shot

down and killed. hasn't the programme ever read Catch 22 for God's sake? Anyway, that isn't the point. It's only a game after all. Although the complexity of the controls may convince you otherwise. Your aircraft is capable of all the flying tricks of a real-life machine. So you can increase or decrease your altitude or move forwards and backwards with up and down on the D-pad (and the C and 2 buttons in the case of altitude). There are also two ways of making sideways movements. Banking swings your helicopter around like an aeroplane, clicking in the requested direction. However, a regular press of the D-pad simply slides the rotor body to the flank, keeping the nose heading in the same direction. And if you're busy and can't be arsed moving at all, why not just hover, and use the amazing skills of the Y button and the trusty D-pad to swing around in a rotation-style? The possibilities are endless. Just remember you meatheds - the only good sprite is a burnt sprite.



Explosions are beautiful things. And they never look more beautiful than in Firestorm, where there are many of different appearances. See these all by killing things.



The outside view looks really cool, and even certain bits work twice.



## Blast them from the skies!

The best thing about these war-type games is that they give you tons of gunpowder to play with. Firestorm, as its rather meaty destruction-centric title suggests, shows unforgiving mountains of credits into the sweetly unimportant hands of any budding genocidal maniac. You're allowed to pick and choose your armaments before missions, selecting the combination of weapons you think will suit the task ahead the best (so pay attention to the mission briefing beforehand). The choices on offer are as follows:

**30mm CHAIN GUN:** The only constant staple of your army. Unlimited ammunition, but pretty weak compared with the serious hardware.

**AGM-214 HAWKING MISSILES:** Excellent for taking out airborne targets without too much of a fuss. Maximum payload of 8 missiles.

**FFAR ROCKETS:** Fired in doubles, these are powerful straight-shot missiles, hard to aim, but devastating in their effects. 80 missiles is the most you'll carry at once.

**RCS-233 RUNWAY CRATERING SYSTEMS:** nosh come for bombs. Ground those pesky enemy airbases by blowing up their runways. Four of them, anyway.

**WK-04 SMOG BOMBS:** Big big bombs best used against ground installations (ie - buildings), although be sure to stay altitudinally clear of the blast.

**MAG-071A CLUSTER BOMBS:** Murder helpless army grunts in the hundreds with these vicious multiple-bombs last used in the Gulf War against real people.

**WK-3 PENGUIN MISSILES:** 131 flightless water fowl... not really. They're anti-ship bombs for aquatic slithering missions. Only eight per payload, though.

**RC-14 DEPTH CHARGE:** Boats and submarines are a constant pest in undersea combat, so melt them into slag with up to eight killer depth charges.





## Guns to the left of them, guns to the right of them

Polygon technology has desensitized most gamers to the concept of multiple camera angles, which are now the rule as opposed to the impressive exception. But *Firestorm* shows just how well numerous viewpoints can be implemented into gameplay. Three different views are on offer, both inside and outside of your helicopter. The best of these is the Virtual Cockpit, which bungs you right in the pilot's seat. Thanks to the wonders of modern computers you're even given a realistic pilot's neck. Pressing the left or right shift buttons rotates your view 90 degrees, allowing you to gaze through the side windows at threats approaching from port or starboard. And if you're into optional extras, that Virtual Cockpit comes with or without instrument display.

Bank turns and banks offer to lift and spray bullets out to the South China Sea, like not the kind of defense before diving for the towers, though, or you'll find yourself sleeping with Big Jaws' tent.



This is one of the map screens which appears at the beginning of a mission, whilst a sensor gives you the IP on your objectives.

## Control freakishness

Your cockpit display is a complicated animal. As well as the usual status readouts you'd expect for ammunition, armour, compass and so forth there are a number of handy defensive aids. The map is useful for selecting targets (all ground objects are indicated, Primary Targets highlighted) and watching out for the mission boundary so you don't look like a deserter. At least not by accident. The radar is more useful in combat, as it shows, in a variety of colour-coded dots, all ground-based, airborne or missile-esque threats in short range. Possibly the most useful of the lot though has to be the Radar Detection Warning Display. Guess what it does. Go on. No, you're wrong. It tells you when an enemy weapon has locked on to your helicopter, by beeping incessantly and flashing the word LOCK on-screen. This is a good time to take skanky-twisty evasive action.

(Right) The Virtual Cockpit in action. The readouts are very good at letting you know if you take notice of them, but it's a little harder to see your weapons.

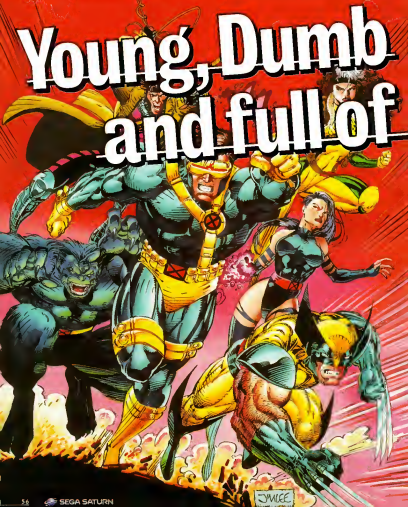




showcase

© MAR 2M & © MARVEL ENTERTAINMENT GROUP INC. ALL RIGHTS RESERVED.  
© CAPCOM 1994 ALL RIGHTS RESERVED.

# Young, Dumb and full of







As you can see, these discs have their share, as the massive battle and effects featured in many levels have worked computer-games traditions.

# Radium!



There's just no stopping the X-Men. There's now a total of **eleven monthly X-comics** (all of which are best-sellers), an **incredibly popular animated TV series**, and two movies currently in production (one live action, one cartoon). What's more, **X-Men: Children of the Atom** is Capcom of Japan's first foray into the world of Sega Saturn software. Pausing only to don his gaudily coloured long underwear, **RICHARD LEADBETTER** joins the action.



It's not like these days Capcom are the only one to look for their classic titles. Although the company has been successful in the past, it's not like they're the only one to look for their classic titles. Although the company has been successful in the past, it's not like they're the only one to look for their classic titles. Although the company has been successful in the past, it's not like they're the only one to look for their classic titles.

It's not like these days Capcom are the only one to look for their classic titles. Although the company has been successful in the past, it's not like they're the only one to look for their classic titles. Although the company has been successful in the past, it's not like they're the only one to look for their classic titles. Although the company has been successful in the past, it's not like they're the only one to look for their classic titles.



abundance it into the 3D-Mon game, only they made the entire system even more outrageous. Just about all of the characters are able to perform an hit animation, whilst there is a recorded korean technique that results in 80 hits for his flagmen opponent!

X-Men: Children of the Atom has proved incredibly popular and Capcom have just announced a sequel to the game, Marvel Super Heroes, which should be hitting the shelves by the end of the year. Capcom have announced a film adaptation to the Saturn and already have plans to screen across their latest hit, Street Fighter Alpha. This should be on the streets by the beginning of next year and Wolverine Killer (the follow-up to Darkstalkers) is scheduled for a December Japanese release.

At the time of writing, the game is being finished off in Japan for a proposed November as release. We've got hold of a special preview disc which contains all but three of the characters and can report that it is totally awesome! Expect a full review closer to the game's official release in 1995.



## CYCLOPS

The leader of the X-Men's Blue Team is the most battle-experienced mutant in the game and as such, he's quite a whizz at hand-to-hand combat. Curiously enough, it looks as though he's been taking some lessons from Ryu and Ken as he can pull off a pretty mean dragon punch, known in this game as the **gone 4:10!**

His mutant powers involve liberal uses of his optic blasts - ruby-red beams of pure concussive force that can pulverise adamantium. He can fire his optic blasts in just about any direction in the game. Two super-moves are at his disposal - an awesome flood direction mega-blast and a directional optic destroyer.



## WOLVERINE

The most popular X-Man is represented in this game before the unfortunate incident when Magneto used his powers to remove Wolverine's adamantium skeleton. An adept fighter in fact, probably the best at hand-to-hand combat.

Wolverine is by far the most aggressive fighter in the game and just about all of his moves can be chained together.

Although his six-foot-long adamantium claws are potent weapons, this isn't the basis of Wolverine's mutant powers. As well as heightened animal-like instincts, Wolverine possesses a mutant healing factor which he can invoke as a super move. Also, two types of berserker rage can be called upon in an emergency.



## PSYLOCKE

Technically speaking, Psylocke is the only English member of the X-Men. However, a bizarre incident a few years ago caused her body and soul to be merged with a female Japanese ninja (it could only happen in the X-Men).

Although her ninja skills give her an incredible athleticism and attacking skills, Psylocke's real power comes in the form of her psychic powers. As well as being an accomplished telepath, Psylocke is capable of summoning forth psychic power to confuse her opponent, or alternatively, just to fry their brains. To this end, she has a variety of devastating, telepathy orientated super-moves.



## ICEMAN

Although he was one of the founding members of the X-Men and has a wealth of battle experience, Iceman is under-rated by his teammates due to his flippant attitude and impulsive sense of humour.

All of his battle skills revolve around his mutant powers, which enable him to freeze absolutely anything. As you can imagine, he can freeze his opponents or strike out at them with icy projectiles. His ability to summon ice at will means that he can also create shields which can withstand even Cyclops' optic blasts. One of his incredible super-moves causes him to flood the surrounding area with ice bullets, which inflicts a huge amount of hits on his opponent.





## COLOSSUS

Another of Professor X's second generation X-Men, Colossus has the mutant ability to turn his body into an almost invulnerable form of organic steel. In this form, Colossus can take a huge amount of punishment and also has superhuman strength second only to the Juggernaut.

It follows that he spends all of his fights in his armoured form, and he's best described as being the X-Men equivalent of Zangief from Street Fighter. Although incredibly strong, he's not very fast but has a huge array of devastating throws in his arsenal. One of his super-moves involves him becoming totally invulnerable for a short space of time.

## SILVER SAMURAI

This guy is just one in a long line of super-villains who have a bitter vendetta against Wolverine. Kitted out in a protective suit of silver armour (hence the name), this guy has a huge range of martial arts related moves in his repertoire. Most of them are centred around his sacred samurai blade, however, Silver Samurai has also been known to throw the odd shuriken about. Although slow in relation to other characters, Silver Samurai is still quite fast considering his huge bulk.

## OMEGA RED

Although relatively new to the X-Men universe, he is yet another of Wolverine's blood enemies, burning with vengeance after Wolverine's actions left him buried six feet under for 30 years.

Originally designed to be a Russian Super Soldier, Omega Red is constantly fighting against his mutant death force. He can release this into the atmosphere to subjugate his opponents or he can sap his opponents' life force with the aid of his carbonadium tentacles. It is these tentacles (with their anomalous reach) which makes Omega Red one of the most powerful fighters in the game and his super-move - the Omega Destroyer is one of the most incredible in the game, sapping huge amounts of energy even if the opponent bleeds!



This might look like some kind of cyber-feedback to the days of Sega Drive or Top of the Pop, with boxes as some kind of shiny steel armour, but it isn't. Thankfully, it's some fighting.

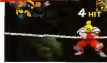
TORPEDO DIVE!!!



ENERGY STORM!!!



OMEGA DESTROYER!!!



A mega-directional shot blast. Not to mess.



It's a little bit odd for Wolverine, isn't it?



## INTRODUCING MARVEL SUPER HEROES

This new coin-op is a direct follow-up to X-Men: Children of the Atom. The game is based on an old Marvel crossover series called the Infinity War which featured heroes from all over the Marvel Universe coming together to fight an enemy of immense cosmic power.

What this basically boils down to is more one-on-one combat game action from Capcom, this time featuring heroes such as Spider-Man, Iron Man, the Hulk and Captain America. Some of the characters from the Children of the Atom coin-op have also made their way across including the ubiquitous Wolverine, Pyroclaw and Magneto (who is a controllable character, not just a boss this time).

Also included in the game are a whole host of weapons dependent on the character you have chosen. Of course, old Spidey uses his trusty web-shooters and Captain America makes good use of his shield. Iron Man is littered out with all kinds of technological wonders and the Hulk has been known to chuck the odd asteroid at his opponent in the new game.

This all sounds rather excellent and it's bound to be a hot contender for conversion onto Sega Saturn sometime in 1996.





showcase



# DIG

## For Victory

Given the *hordes of boxing games* available for all the other systems, it was only a matter of time before a Saturn publisher decided to launch the sport onto the *new Sega lovely*. And JVC have. And here's a Showcase by Rad about it.

**Y**OU WOULDN'T NORMALLY ASSOCIATE BOXING WITH BRAINPOWER. THIS MIGHT BE BECAUSE THE MAJORITY OF BOXERS ARE LIKE COMPUTE PERIPHERALS AND HAVE A JOB WHICH CONSISTS SOLELY OF BATTERING SOMEONE ELSE IN THE HEAD WITHOUT RECEIVING A RECIPROCAL BRAIN-CONCERNING BEATING. BUT THAT SORT OF ATTITUDE IS JUST FOR CYRICAL SOCIETIES WHO DON'T BELIEVE IN GOD. NO, OF COURSE THE REAL REASON YOU WOULDN'T ASSOCIATE BOXING WITH BRAINPOWER IS SIMPLY BECAUSE YOU WOULDN'T ASSOCIATE BOXING WITH BRAINPOWER IS SIMPLY BECAUSE OF AN IDEAL SPORT HAS BEEN GIVEN BY THOSE EVIL VIDEOGAME PEOPLE.

Look at all the boxing games on the market. Most of them just chuck two over-developed blades into an arena and have the players smack them about as they would in just any old beat 'em up. Of course, we all know there's loads more to it than that, so it's a big and bloody "Kuzaki" for Victory Boxing, the first Politically Correct game of the genre. It shows just what a caring and humane form of mass entertainment boxing is - hell, it even allows for mixed gender boxing matches, which can rarely be only a couple of years away from WWC classification. But where Victory Boxing really excels is in its grasp of the finer points of pugilism and the strategy required both within and without the ring.

Margaret Thatcher makes the wrong choice of the Day Booth Party 200.



Another impressive knockout! Good to progress Victory Values! This is an in-game shot. Good, eh?





showcase



(2019K) This rubber city  
into sequence back off the  
game. It shows a big fight  
with spectacular results.



Like your punches right, or you'll open yourself to a vicious  
counter-attack, as this brown-haired chap seems to know  
from above. He's in for a killing.

# VICTORY BOXING

There's really not much we  
can say about this one.  
Except "she heired".



## BAD TO THE BONE

Upon first loading the game you might be slightly shocked and dismayed by the sparse quantity of pre-generated boxers on offer (two) and the fact they don't have proper names or lists of hobbies or secret on girls like other beat 'em up games. Well quit whining, because the point with Victory Boxing is that you create your very own boxer, and nurture their career with loving care. The actual mechanics of running up your combatant are detailed elsewhere in this Showcase, so here we'll deal with how you actually beat people up.

It's not the standard gamut of left/right/left/block as action you might be used to. Indeed, the moves on offer to your boxer depends on what fighting style they use (which in turn depends upon their height and weight). Choose from straight jabs, hooks, uppercuts, long swings, body shots of as many varieties and a gamut of special moves (which we talk about somewhere else). Defence is equally varied, with low and high blocks, body swerves and side steps to keep you out of trouble. The idea is, obviously, to combine your skills for victory. But the height and reach of your character affect how your boxer works too, giving you a minimum and maximum effective fighting distance.

Plus there are your three stat pipes to consider. These are tubes containing viscous blue stat power liquid. Each of the three stats (power, speed and stamina) is equally important in different ways, affecting how fast and hard you can hit and move and how many hits you can suffer before hitting the deck. It's possible to up the ante on these matters, but it takes hard work and lots of fights.

The object of the game isn't just to take Joe Anonymous to the top of the table, it's to hone your own boxer to a point where they're not just world champ but are also easily capable of storing themselves on your memory card and parting all your friends too - although the main one-player prize should be first on your agenda. However, it's a lot harder than it looks. You have to think tactically, stick and move etc etc, as all the computer opponents have their own way of fighting which you have to suss individually. Plus they hit harder and make fewer mistakes than Johnny Hurmín. Put simply, there's a lot more to Victory Boxing than wading in and waiting for the right time to use your mega-oppo-sit (which is what these games are usually about). You've got to think on your feet, take advantage of the twelve player-selectable camera angles to know what's going on, keep your punch power high and wait for the right time to use your mega-uppercut.



An example of the Replay option's extensive camera-perfiling controls. Choose any angle you like from just about whatever distance or elevation you like.



These newspapers tell the result of the match with a real-life picture of the best.



Jeffry Wukild steps into the ring against a jutting-fowl haired "fooly" from San São Macabroto. Not really, it's just another Victory Boxing shot. Not don't those fighters look big and coolish?

LESSON

SELECT BOXER

TRAINING

# showcase



This rather special montage shows just how many possible viewpoints you can select in Victory Boxing. Except it doesn't. It only shows ONE of them! There are in fact twelve (plus) selectable camera angles for in-fight viewing. Only a few of them are really useful, but this issue's eye view is good for a laugh and the semi-3D camera view looks like a Fat Boy fight video.

## goddamn, I know I can do it

So the point of the game is to create your own boxer is it? So how do you do that then? Well, it's dead dead easy. First off, pick a division for your boxer. This dictates their minimum and maximum height and weight and the bulk of their frame. Now select a gender from the three on offer - male, female and partly hermaphrodite (actually we're lying about the last one). Now pick one of the eleven handsome visages on offer, select your favourite height and body mass (within the allowable parameters) and what kind of shorts you want to wear. All that remains is picking a favoured handedness for your jilby skills and it's on to the stats. You start the game with only a small amount of live stat juice in your stat pipe. It's up to you how you distribute it by raising or lowering the amounts in each tube on screen (raising one automatically lowers the others and vice versa). Now give 'em a snappy name like Calculus or John Andertan and you're ready for combat.

## your father left you these gloves

As you rise up through the ranks of the boxing fellowship you're given the opportunity to learn special combos. You'll know when this happens because an erpynch-adorned alcoholic-cuffed Snake appears and tells you, in his grizzly boogaloo, how to perform the new manoeuvre. Prior to instruction your boxer is unable to pull off these extra moves, so even if you know the right button combination you're scuppered with a less experienced fighter. The first couple of basic one-two hits are generic, but as the moves get more complex the combos vary to take advantage of the separate boxing styles on offer. Everything from a four hit jab-straight-uppercut-hook scene to a mega-swing to the chops is on offer. And then loads more.

## right here's where you start paying... in sweat!

You might notice that an early-days pagitbit is a bit of a wackler compared to those bawlers in higher positions. Well don't you worry your pretty little head about it, because Charles Atlas is on hand to make you a MAN. And Charles Atlas is only too happy to make any girl fighters MEN too, just to show we're not sexist. Anyway, there are



two ways to improve your stats. The first is the old chestnut of training, which you're only allowed to do before a tournament fight. The three disciplines (punchball, girly skipping and sandbag) increase your speed, endurance and power stats respectively, and it's up to you to balance how much time to spend on each. However, the fatter a status pipe the lower the impact a training session offers. The other way to hone your ganting skills is to spar with a computer opponent. Sparring is pretty much like real fighting, except you can choose whether a boxer is better or worse than you, and combat doesn't affect your championship wins/losses or ranking. Hoorsy. Although you can't train in between sparring bouts. Boo.

## oofay, me chin!

The crucial engine which drives the smackery lies within the spring-coiled clutches of the three Damage Meters. These are Defence, Power and Overall, in order of appearance. Defence slides down as you take more hits, and creeps up as you avoid or block shots. Power dictates how hard you're hitting, and the more punches you throw that don't connect the lower this bar. Overall judges the whole shebang physical status of your boxer: if Defence hits rock bottom you're knocked to the ground, but can stand by pressing R. If Overall gets too low you're knocked out forever and doomed. But just to make things difficult and stop you from legging it around the ring waiting to recover each big hit you take lowers the maximum capacity of your Damage Meters. So you can float like a butterfly all you like but it's not going to get you anywhere.

## let's see that again!

Like most 3D beat 'em ups these days Victory Boxing allows players to opportunity to relive glorious victories or -hey - just see where it all went wrong in a slow to its replay mode. This presents itself at the end of each round, along with the punches thrown/landed and points stats. The controls offer a wide range of interesting functions which allow you to fast forward or rewind the action as desired (right to the start or end of the round), change the camera angle and swing with your joggal, view the fighting at your choice of speed (set with a sliding switch) or zoom in or out as desired. Very good for humiliating your friends with, we'll have to admit.

VICTORY BOXING IS REVIEWED ON PAGE 38



showcase



# Full

ARTWORK © SEGA™ JAPAN

We were hoping to bring you a full-on Review and Showcase of *Sega Rally Championship* this month. But we haven't. Now you might be thinking "That's just because they're lazy slackers who can't be bothered putting their joysticks down to give me the information I demand on exciting Saturn products" - and you'd be half right. We are lazy slackers, all these things and more, but that isn't why there's no



*Sega Rally Showcase*. It's because the game has "slipped" down the release schedule by a month because Sega are lazy slackers too. But just to make up for the lack of total product testing in this issue we're delighted to present our amazing Special Update showing still more of the amazing new features found in the 100% complete version. It looks good, it tastes good, and by golly it does you good.



# O

ne of the most exciting Saturn Rally developments is the all new Lakeside course. It's a super-advanced course for top players, and it's hidden away evilly. Accessing Lakeside is easy enough in theory, but harder in practice. All you have to do is win all three regular races in first place. All - he he, ah, he says in full knowledge of the difficulty of the task. Anyway should you manage that little feat the Lakeside course is yours to keep. And if you can top that in first place there's an extra special extra-hot top secret surprise which we'll reveal in our amazing Showcase. Until then you'll just have to wander and cobble.

If ghost cars aren't your cup of tea but you're still interested in seeing how the fastest lap or race was achieved you're in luck. Rally automatically saves the fastest lap or three (for Time Attack mode) for your viewing pleasure. Just select the option and sit back, reading little comments on the performance of the driver and banging on about how much better you could do, and that you'd never clip your tyres on that corner there, oh no.







showcase



# Speed Ahead!

My God! Look at those graphics! TAKE A GOOD GLANCE! LOOK AT THOSE GRAPHICS, THE MUDSPOTS! But how can? This is all done on the Saturn you know. And they haven't even begun to have to program it properly yet.



**(LEFT)** This attractive screenshot displays the Rally Racer's mud to admirable effect. As you can see, the whole front of the car is as beautifully strewn as the off-road race, and it's the mud splens caused by the back wheels are showcased in memory if only all games could be this beautifully created. It's not a job though, as a reviewer.



## 2-player

The five-into split-screen two-player mode is now firmly entrenched in the Rally Code. And we've seen it. And now you can too, by looking at the screenshots on this page. The very presence of this mode was quite a surprise for most people when first announced, but even cold-hearted cynics should be amazed by the wealth of options which accompanies the two-player challenge. There's plenty of scope for handicapping, so you can show off your skills to all your friends (and watch them go home). If head starts or time lags aren't your bag, try the Boost option, which ups the top speed of the losing car, thus increasing the pace of the race. And there are all sorts of other things too which we'll tell you all about next month.

## 2-PLAYER BATTLE

### CAR SELECT

PLAYER 1  
DELTA

PLAYER 2  
CELICA

LANCIA DELTA

TOYOTA CELICA



## ghost car

Wood! That's our impression of a ghost. Not overly convincing, perhaps, but the best we can do in the circumstances. Anyway, there is a point to all this home-gly, and that is to illustrate the addition of the new Time Attack ghost car. This special julepy replicates the fastest lap for race with a time-lap Time Attack, racing ahead or behind of you depending on your performance. This not only looks totally cool but also aids your racing strategy. More on this in next month's Showcase.



# Saturn TIPS

Games. They're great. Unless you're stuck on one. Then you end up slapping your main, when she calls you down for tea! Well, we want to stop that with our Tips. You can too by sending your Tips in to TIPS, SEGA SATURN MAG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.

## BUG!

To get a level skip mode, go to the 1800 screen with "Start" and "Options" on it and press S, A, B, X, Down, Right, A, L button. Down if you take the first letter of each direction and take the directions as North, South, East and West it spells BABY SEALS. You'll hear Bug make a "Yip!" noise to let you know it's worked. Start the game as usual then hold the L button and press Up to skip up a level or hold the L button and press Down to skip back a level. When going through the stages you'll notice that you can also play on the drop-only bonus levels. Thanks to Kemal Tossoun from Chelsea for giving us that cheat.



## ROBOTICA

To do these checks, make sure the robot has a health bar 1, which means left the L and R buttons on controller 1.

To do these checks, make sure the robot has a health bar 1, which means left the L and R buttons on controller 1.

## INTERNATIONAL VICTORY GOAL

This game's not as bad as every one says. At least not now you know how to move the flags around before a game! Choose your teams for a match and when the two flags appear hold the L or R button and hold off several directions on the pad to make the flags move.



## SHINOBI-X

To warp to to any of the game's levels, pause and press A, B, A, B, C. The stage number will appear in the bottom left-hand corner of the screen. Press Left or Right to select any level up to 9, then press Start.



## THEME PARK

To get the best of your new park with loads of great rides, go to the main menu and press A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, 0-9, and the next screen will show the next screen. Press A and Z together. That's all there is to it.



## CLOCKWORK KNIGHT 2

Here are some brilliant cheats:



To get a level select, go to the title screen with the horse on it and press Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up. The level name will appear. Now press Up or down to select a room and press X to cycle through the stageable stages.

To get 999 lives, go to the title screen and press Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down. Start as usual and you'll have all the lives.

To see the game's end sequence, go to the title screen and press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down. Start the game as usual to start it up.



## ASTAL



To help your victory at any time, pause the game and press Down, X button, Up, Up button, X, A, Y, B, Z, C, Right, Left.

To make yourself invincible for the closing level, pause the game and press Up, X, Left, A, Down, R, Right, C.

To win, pause the game and press X button, X & button, X, B, Up, Left, Up, Down, X.

The Stage select cheat can only be used when you're playing in the Secret Mode. To enter Secret Mode, go left to options screen and press Left, Right, Left, Right, Up, Down, Left, Down, X button, Start on the second controller. "Secret Mode" will appear at the top of the screen. You can now get the stage select screen by going to the title screen with "Game Start" and "Options" and pressing Up, Down, Left, Right, X button, R button, A, Y, C, Z, B, X. "Stage Select" will appear under "Options".

## STREETFIGHTER: THE MOVIE

To fight against the secret boss, Akuma, fight through the game up to Boon without losing a round and Akuma should be there for the fighting. We've also heard that while fighting against him, if you press Start on controller 2 you can fight as him. There's a sampler cheat to play as Akuma in the game as well. When on the Street Battle character select screen press Up, D, Down, Z, Right, X, Left, Y and Akuma's black outline should appear in the place of your character meaning that you've highlighted him. Now press C to select him. As we're lovely here are all of his moves as well.



### FIREBALL



Roll the pad from Down to Forwards and press any punch.

### WARDING FIREBALL



Roll the pad from Back to Forwards and press any punch.

### DRAGON PUNCH



Press Forwards, Down, Down/Forwards and press any punch.

### HURRICANE KICK



Roll the pad from Down to Back and press any kick.

### TRIPLEPUNCH



Press Forwards, Down, Down/Forwards and any two punches.

### WIND-UP FIREBALL



Roll the pad from Down to Forwards and press any punch when jumping.

The following moves can only be done when your Super Power Bar is full.

**SUPER FIREBALL** Roll the pad from Down to Forwards and press all three punches.

**SUPER HURRICANE KICK** Roll the pad from Down to Back and press all three kicks.

**SUPER COMBO FIREBALL** Roll the pad from Down to Forwards then Down to Forwards and press punch.

# Into the next millennium

what's coming your way in the world  
of PC hardware?...



On CD...  
WORTH  
**£79.95\***  
complete  
digital music  
creation  
program  
Wave SE3.1

...the visionaries and the doomsters have their say in the  
next issue of PC Review, the best home PC magazine.

**On sale 15 November.**

ON CD: 31 programs including playable demos of AIV  
Network\$, Hexon, Wing Commander IV, Allen Odyssey,  
Baryon, and Threat. PLUS Apollo 13 — what really  
happened on the ill-fated mission? PLUS four fantastic  
utility demos, including Picture Publisher 5.0.

\*RRP as of 23/10/95. Source: E3 Colors.

**PCREVIEW**

# Review Index

*They're here! Yep after literally years* of anticipation and information translated from Japanese magazines, AM2's Virtua Cop and Virtua Fighter 2 have both arrived in the same month! Can you believe it? Well, we're not going to complain, because, within a few short weeks, they'll both be available in the shops and ready for use on your very own machine! And, just to make sure you don't miss out when Cop is released, we suggest you order a copy now. The release date is DECEMBER 8TH. That's DECEMBER 8TH. There's no definite date for Fighters 2 yet, but with any luck it should be a couple of weeks after.

Anyway, that's the big stuff for this issue. There's more games too, including the excellent Firestorm and Victory Boxing, and, er, a load of other titles too.

|                                |           |
|--------------------------------|-----------|
| <b>VIRTUA COP</b>              | <b>70</b> |
| <b>VIRTUA FIGHTER 2</b>        | <b>72</b> |
| <b>FIRESTORM</b>               | <b>74</b> |
| <b>HI-OCTANE</b>               | <b>76</b> |
| <b>JVC BOXING</b>              | <b>78</b> |
| <b>GOLDEN AXE: THE DUEL</b>    | <b>80</b> |
| <b>MANSION OF HIDDEN SOULS</b> | <b>82</b> |
| <b>HEBEREKE'S POPOITO</b>      | <b>84</b> |
| <b>CYBER SPEEDWAY</b>          | <b>86</b> |

## AND IN THE 16-BIT SECTION 89

|                         |           |
|-------------------------|-----------|
| <b>EARTHWORM JIM 2</b>  | <b>89</b> |
| <b>PHANTASY STAR IV</b> | <b>90</b> |
| <b>KOLIBRI</b>          | <b>90</b> |
| <b>GARFIELD</b>         | <b>91</b> |
| <b>SUPER SKIDMARKS</b>  | <b>91</b> |
| <b>ZOOP</b>             | <b>92</b> |
| <b>PAC PANG</b>         | <b>92</b> |


**89**
**78**

## REVIEW UPDATE!

Cyber Speedway costs £30.99, not £49.99 as stated in our review. Sorry 'bout that!



|         |          |
|---------|----------|
| BY      | SEGA     |
| PRICE   | £59.99   |
| STYLE   | KILLING  |
| RELEASE | DECEMBER |

Another **amazing AM2** title, this one a glorification of all things **evil and violent**. But does Virtua Cop have enough stamina to last a **home invasion?**

**A**side gun games were dead before the appearance of Virtua Cop. In fact they're still dead with the exception of Virtua Cop. Who's bothered about spending a quid to fire a big plastic semi-automatic machine gun at some badly-digited actors or unconvincing alien spaces?

Let's face it, the novelty value wore off long ago, and only the incredible innovations of Cop could tempt most regular arcade-goers to pick up a gun again.

But tonight it did. The reasons for Cop's success are manifold. The area-rendered polygon graphics allowed players to shoot to kill or wound as desired, with different results for different hits (limb grasping, collapsing to the floor with a dozing leg, spanning around dead). The game isn't nearly so static as other titles of this kind either - year cops explore the terrain of each level fully, running around and progressing through the land-scapes of each level as it blows up and collapses around them. And you don't see thousands of one miss popping up from behind exactly the same barrel either - the amount of cover provided is taken into account when placing skeletoned hostile forces. In fact, you won't see enemies popping up from behind barrels at all that much as your foes arise on screen in far more interesting ways - running out from buildings, rolling across the floor, sliding down conveyor belts, leaping out of traps, you name it - if it's Stansky and Hutch style it's in there.

Of course, the gameplay challenge is pretty linear. It's a target shooting game, which tests your aim and your reflexes, as well as your target-assessment techniques and general capacity for mass slaughter (although only of villains, don't shoot the hostages remember). Shooting your enemies more than once

and watching them twitch and convulse as your polygon slugs slam into their virtual bodies is not exactly satisfying, but sometimes you have to forego such bloodthirsty pleasure to take out another target. But there are lots of little touches which add depth to the mayhem. Shoot a barrel of fuel and the resulting explosion takes out all nearby enemies

along with any surrounding scenery or vehicles. Blasting a pipe in the right location disarms them, awarding bonus points and making you look cool in front of your mates. Basically it's one of the most stress-relating shoot-em-ups you'll ever play.

Of course, it's best if you shell out the dough for two guns. The actual hardware is well-balanced and feels exactly like an arcade shooter. But if you're not that bothered about realism you'll not be disappointed by the jopped controls. The two cursor movement speeds allow you to shift your sight across the screen in plenty of time and also aim perfectly, plus reloading is made just enough of a fuff to emulate the off-screen reloading procedure of the pros. But it's a little bit of real fun of the arcade will deny themselves the full on experience.

Putting it simply Virtua Cop is up there with the best of the 32-bit games. It's got more depth than you'd imagine but is still relentless enough to prove theoretically playable. Even once you've completed it (and perfected the additional Training Mode option) you'll still want to go back. Not necessarily to beat your high score, just for the sheer fun of it. Sega have once again shown that their Farnebridge arcade division is the perfect breeding ground for classic home games. Buy two cops.

RAO



This truck comes hurtling through a level one, and the hostiles take pot shots at you as they drive past.



Depending on where you hit the enemy, you'll be awarded different points. Shoot them in the head for the highest count.



This is King, the level two boss. He's really difficult to defeat, mainly because he has loads of other buddies helping him out. Best defeated in two-player mode.



Just like the arcade, there's three stages in the Saturn version of Virtua Cop, and there's the Saturn-only original mode too, which two players can enjoy.





Virtual Cop - the best game yet on the Saturn! Could well be, although you'll need two guns to get the most out of it.



FREE PLAY - PRESS START



FREE PLAY - PRESS START

What can we say? This is arcade perfect (as far as we can tell) and it's damned bloody enjoyable too. Even if you do finish it (which is quite likely), you'll still want to play it again, and again, and again...

|             |    |            |
|-------------|----|------------|
| graphics    | 95 | overall    |
| sound       | 91 |            |
| playability | 96 |            |
| testability | 94 |            |
|             |    | <b>96%</b> |

FREE PLAY - PRESS START



|         |             |
|---------|-------------|
| BY      | SEGA        |
| PRICE   | £79.95      |
| STYLE   | BEST 'EM UP |
| RELEASE | JANUARY     |

Virtua Fighter is widely acclaimed as one of the most **incredible fighting games ever**, revolutionising the genre with stunning polygon graphics and 3D movement. The sequel's here and as expected, **new superlatives** are needed to sum up its qualities. Can we find them? Read on...



**V**irtua Fighter 1 was an awesome game. I let there be no doubt: Mary wore the rights wrif all stay late after work making in the old "winner stays on" scenario, which inevitably drew howls of frustration, sadness, woe and genuine agony from poor old Tom Galus. Oh yes, VF was an awesome game, although was some dwilt about the Saburo's capabilities if the machine had trouble coping with VF, how would it cope with the far more advanced sequel?

Now the game is here and the answer to the aforementioned question is "Really rather well, casual emag" and indeed howls of defeat and anguish once again resound to tough the office after hours. VF is technically superior to anything ever seen on a home machine in terms of 3D. You want super smooth 60 frames a sec and action (well go on the 16k ver won't you get it. You want no glitching and fully texture mapped fighters? No problem. And every move and every character converted onto Saturn? To use the vernacular: sorted mate.

Virtua Fighter 2 is so advanced, comparing it to its predecessor is like contrasting the performance of a Ferrari F40 to a Ferrari Kolar (without any wheels). In its super high resolution glory, Virtua Fighter 2 does an uncanny impression of the 32 times more expensive Model Two arcade machine, even improving on it in one or two regards. And no, there is nothing remotely close to this on any other system.

Features which would seem inappropriate to the arcade are perfectly at home in the "er home. Case in point: the Team Battle Mode, which enables you to choose five fighters and square them off against an opponent's grouping, for a more detailed listing, examine the Showcase. Suffice it to say that the game does everything possible to draw you in and keep you at

the machine.

The "reality" that made Virtua Fighter 1 such an enormous hit is also far more advanced in the sequel: the first game you punched an opponent and he either dropped back a bit or fell over. The sequel is far more sophisticated, with a range of different falls, temporary stuns and various staggering motions. This time, when you trip an opponent over, it looks like a trip.

Coupling this level of realism with the unparalleled graphics makes Virtua Fighter 2 a far and away the most compelling combat game ever seen.

The range of moves is also second to none. Every character benefits from over 100 in many different techniques as was seen in the first game, just about all of the original moves return, making the game instantly accessible to any one who's played the original (although there's much much more still to learn). The ability to shake yourself loose from cheap, cheesy throws (but not the difficult to perform techniques) is also a well come and cleverly implemented addition.

I could spend pages and pages going on about everything that I like about VF 2, I still haven't mentioned the choice of excellent music or the superb victory tastes of each fighter, but the fact remains that this is an incredible game on every level, redefining my expectations of what a next generation product should be. You could take so many features away from the game and it would still be an absolutely fantastic release.

You don't know how close I came to giving this game 99%.

RICHARD LEADBETTER



Lee and Akira get down to business in this awesome recreation of Virtua Fighter 2.



**TEAM BATTLE MODE**

|                   |              |
|-------------------|--------------|
| <b>WINNER 5-2</b> | <b>LOSER</b> |
| AKIRA             | LOW SHU      |
| PAI               | JACKY        |
| LAU               | SARAH        |
| WOLF              | KAGE         |
| JERRY             |              |





review



# Virtua Fighter 2

The characters in Virtua Fighter 2 are much improved over the original title - they are both more detailed and more varied. In fact this alone goes to justify the wait for its own sequel.

www.sega.com

The best audio-visuals ever seen on any home machine, coupled with the most in-depth beat 'em up gameplay witnessed on any combat game - Virtua Fighter 2 is quite frankly too good to be true.

|             |    |         |
|-------------|----|---------|
| graphics    | 98 | overall |
| sound       | 94 |         |
| playability | 90 |         |
| testability | 97 |         |

98%



# review

|         |              |
|---------|--------------|
| BY      | CORE DESIGN  |
| PRICE   | £45.99       |
| STYLE   | SHOOT 'EM UP |
| RELEASE | DECEMBER     |



Gor blimey, it's the old **trouble and strife**. Thunderhawk flits onto the Saturn, **blowing up everything in its path**



**H**elicopters are the least-planned real-life inspiration for games with the most obvious potential. They're very versatile in the air, they carry loads of weapons and they're used to shoot out things like tanks and people. But sadly most games developers seem to spare the old airborne friends in favour of space ships or special forces.

But if you're in helicopters you can't hardly hope for a better helicopter title than *Freedom*. What the controls. In number and scoring complexity might just sit at a simulation play style *Freedom* is really a top notch shoot 'em up. It's based on missions, wise on the classic Mega CD preset, but with more objectives, more enemies, bigger play areas and generally loads and loads of extras designed to make it pretty much unrecognisable. There's also a lot more depth in the chopper control which makes fine-tuning a more flexible and enjoyable game.

The Virtual Cockpit deserves a mention for being nice, especially thanks to the Virtual Stick which means your pilot's head occasionally turns automatically to the side to track a Primary Target.

But possibly the real stars of *Freedom* are the graphics. Not only are the enemies, backgrounds and

buildings all exceptionally well drawn and make the sky also blessed with top notch texture mapping. Fly as close as you like to anything you fancy and take a good look at it - there's not a spot of pixelation to be seen. Even on the little men escaping from the wreckage of their vehicles.

Of course, great graphics (and sound, which is brilliant) can't totally replace gameplay. But in this case they certainly enhance it greatly. Whilst *Freedom* possesses admirable strategic qualities, throwing a hundred objects into the face of the player, the main focus of the game is on destroying almost everything, except friendly convoys. And the slick and adaptable controls of the helicopter, together with the huge guns, mean once you're familiarised yourself with the handling, razing the environment is a piece of cake.

If you're a fan of the original *Thunderhawk*, there's not much doubt you'll enjoy this too. The visual splendour is most impressive (and far more colourful, obviously) and there's something satisfying about the considerable challenge set. With eight campaigns, each with numerous sub-objectives and each sub-operation with multiple objectives there's plenty of action in store. The variety level is upped by night missions, water missions and just general rougher missions. Well worth investigating, particularly for fans of endless demolition.

R & D



Another scene of mass destruction courtesy of that wacky *Freedom* game from Core Design. It's lovely.





# Firestorm: THUNDERHAWK 2

Enemy helicopters are probably the hardest things to shoot down in the game. But getting into rotor-blade dogfights with them is great fun. Use all your excellent helicopter movements and manoeuvres to subvert that dastardly CPU pilot and win the day. **Adequ**

Look at all these wonderful fireworks, but remember — war is not big and not clever in real life. Don't start one.

A cracking title which fan-love death-mongers should fall in love with sweetly.

|             |    |
|-------------|----|
| graphics    | 93 |
| sound       | 92 |
| playability | 90 |
| costability | 91 |

overall

90%



|         |              |
|---------|--------------|
| BY      | DELLFR03     |
| PRICE   | £44.99       |
| STYLE   | RACING       |
| RELEASE | DECEMBER/JAN |

It **wasn't very fun** on the PC, but Hi Octane is now ready to hit the Saturn. Is there room on the shelves for another racer? How good are the **bleepy techno soundtracks**?



**H**i Octane is a game which demonstrates despite its quality just how incredible the genius of Am2 really is. Make no mistake. Hi Octane is a brilliant title from the same people who brought the stupendous award winning Magic Carpet to the PC. But even they haven't matched the graphical finesse of Sega's flagship stable. Although to be fair Hi Octane has been produced without the aid of the Am25 SCI OS.

But enough of the punditry. Just what is this Hi Octane business and should you buy it? Well it's a futuristic race game in a suit

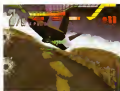
for you to slip onto a PlayStation. You the player pilot a floating car thing. However there's a large and varied choice of floating car things. You could have an incredibly fast and light floating spiky car thing or a slow but well armed box like floating car thing. But why would you want to choose a slow vehicle in a racing game? Why because Hi Octane also contains plenty of scope for absolute mass distraction. Indeed if the race league isn't to your taste there's a whole sub-game dedicated to simply blasting various computer (or human) foes into vapour. And as if that weren't enough there are enough two player modes to fill a full year's wildest multi player fantasies that don't involve more than eight people or cars. The first is an impressive split screen game which doesn't show the expected sign of slowdown. The second is an evil chaos game known as Hot Seat which funds each player (up to a maximum of eight) only a limited amount of time in control of their vehicle. Then a countdown appears on screen and the joystick is handed on to the next player. The idea is to frag or out-acc all the other participants in the twenty seconds or so each turn at the controls allows you. Aaa fan!

So you're familiar with the good ideas. Which don't stop there, thinking about it. There are weapon pick up points, fuel levels to monitor, secret shortcuts, secret bonus sections hidden in destructible areas of scenery and all kind of other stuff we don't have the space to write about.

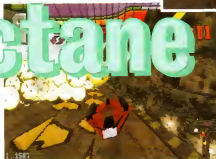
Right so now you're familiar with the good ideas. Most of them. But what about the gameplay? Is it good? Oh boy! Well it's good. Each of the different floating car things handles in a unique fashion so you have to play with one kind until you're used to the controls or you'll never negotiate the steepness of the learning curve. The good thing is that they do all behave like floating cars of some weight sliding around nicely with back-end momentum or sliding up (and back down) slopes on the track. The game speed whilst perhaps not of turbo-shag head status is quick enough to be exciting. And the graphics are most passable, with some excellent cosine graphics, but slightly less excellent cars. Be they're a bit boring. Anyway the Saturn is now stuffed to the gills with brilliant race games. And what Hi Octane doesn't compete with the might of Rally it's worth having a pop at if you fancy a change from road based chase fury.



Even that some vehicles have obvious speed advantages over others, there has to be a limiting factor to ensure all drivers are given a fair chance. That factor takes the form of your chits you need to collect (communicate) or missiles (for mass poverty), but limited in their supply. If you choose any one of your weapons, simply how then to outlast them.



# Hi Octane



The most dirty Slow Action: the MOST BEYOND Slow Action.



The horses like to dig as your meter falls and backs around the corner. What a pleasant track of motion. Best of

The notion of out-of-gravity vehicles for what they're probably like anyway is nicely re-created in Hi Octane by an impressive ambulating track environment. Don't let any old relatives who get car sick play it, or they might very well cause some excessive damage to your carset.

Might not have the big-name licenses, but this is varied and enjoyable enough to warrant further investigation.

|             |    |         |
|-------------|----|---------|
| graphics    | 90 | overall |
| sound       | 91 |         |
| playability | 90 |         |
| testability | 92 |         |

90%



|         |          |
|---------|----------|
| BY      | JYC      |
| PRICE   | £79.95   |
| STYLE   | BOXING   |
| RELEASE | DECEMBER |

Many games have **tried** but few have succeeded in translating the **noble sport** of thumping to the interactive screen. Can JVC buck the trend? **Or what? Eh?**

**B**eing is great, and all calls for it to be **knawed** must be **skinned**. Nothing beats the sheer pleasure derived from watching two big blokes beat the absolute crumby out of each other. But wouldn't it be even better if those blokes were adorned with razor-sharp razors all over their bodies, thus widening the scope for gratuitous bloodletting? Well now that dream near-realisation with Victory Boxing, for the protagonists in this game are made out of polygams, giving them plenty of angular corners and sharp-edged muscles. Sadly JVC have skimmed on the detail, but from this

Eye score surely a mighty oak of real-life goings 'n' gosh sports will can be grown! God, being shouldn't be outlived - it should be compulsory.

At first play Victory Boxing seems a bit slow and crabby, but perseverance is the key to gaming nirvana. The only inside the game seems slow and cranky is because your untrained novice boxer is slow and crabby. It takes a bit of time and training before you start yielding proper gameplay results. And it's not just a case of waiting for your stats to improve so you can surpass the next fighter up. You've got to learn new skills as a player, judge the tactics of your opponent and grintfully use your brain

and fingertips in almost religious spiritual harmony. The addition of the special moves and combos is a minor master stroke. Your fighter isn't exactly limited to start with, but the Super powerful (but hard to time) extra techniques you pick up along the way ensure a fairly deep knowledge of the game to implement seamlessly into a strategy. And given that some big dude is battering away at you constantly all the while you're trying to figure out how to get back at them this doesn't make for an easy task.

The three damage bars are probably the real stars of the show though. Where most boxing games rely on a single energy bar (like martial arts beat 'em ups) the triumvirate of consciousness first-of-its-kind up the player by his defence, punching and overall stats forms the player to know when to box not just how. If your punching bar is low you'll find it nigh on impossible to floor your opponent no matter how many blows you land, and if your defence is low it's best to block and retreat to save yourself from a docking. And it's no use just steaming in and raining down punches indiscriminately - if any do connect they'll do eww! and you'll also be giving your boxer out leaving him (or her) open to a quick flooring with a single hit, no matter how high your overall energy.

The great gameplay is backed up perfectly by the rest of the package. The graphics are well drawn and move convincingly, plus each fighter has their own individual appearance and (most importantly) fighting style, which adds some character. The sound is a little sparse, but the punching effects are majestic and the occasional commentary adds atmosphere. The only possible balk is in the lissability ballpark. Once you've reached the top there's nowhere else to go, unless you've got a plentiful supply of human challengers willing to take up the gauntlet. However, reaching the top in the first place is an admirable enough feat, and a thoroughly entertaining one at that.

RAD AUTOMATIC



You can fight as or against female opponents, which you might like if you're a feminist or some kind of sissy wily-waitee.



Even if you don't like boxing games you'll probably fall for this one. There's more to it than you'd ever imagine. Unless you're read our Starburst on it.



# Victory Boxing



CAMO 1



These training screens allow you to build your attributes strategically. The potential impact on your stats is shown in dark blue.



The initial bout select screen gives you a full rundown on a fighter's past performance, including how their victories were scored.



CREATE

As you can see, you could even name your boxer with a string of symbols, the old 80s Price Is Right.



Some bouts allow their boxing style. The different camera angles strictly make for a technical feat of appreciated proportions.



One of the best boxing games yet seen, and well worth a look.

|             |    |
|-------------|----|
| graphics    | 90 |
| sound       | 82 |
| playability | 91 |
| testability | 82 |

overall

89%





|         |             |
|---------|-------------|
| BY      | SEGA        |
| PRICE   | £70*        |
| STYLE   | BEAT 'EM UP |
| RELEASE | DECEMBER    |



In these **wondrous days** of the Saturn, arcade-perfect conversions might be common place. But it wasn't so long ago that you couldn't hope to get a **decent** replica of an **arcade game** on a home system. So when the then new-kid-on-the-block Megadrive, produced a **near-perfect conversion** of Sega's brilliant Golden Axe coin-op, everyone went wild! And so history repeats itself once more, as **Golden Axe** comes to the Saturn.



**O**f course, the aged Golden Axe coin-op would look pretty unimpressive by today's standards. And indeed, the not-so-close-to-us-remembered Megadrive conversion is now tragically dated (as some lucky punters will find out this Christmas when they get a Megadrive and Sega's Megagame pack). So an arcade-perfect conversion on the Saturn doesn't sound like such a great prospect at all really, does it?

Ah, but worry ye not, because Saturn Golden Axe isn't actually a conversion of the crusty old coin-op at all, but in fact a conversion of a much newer AAA-designed coin-op known as Golden Axe: The Duel. What's more: it's not just arcade-perfect, it's arcade EXACT! You see, The Duel coin-op is actually a Titan board game, which means it uses the same hardware as the Saturn. In other words, it's a straight coin-op to Saturn port over, just like V-Remix.

And just like Remix, it's a one-on-one beat 'em up. The game has the scrolling battle field quests of original formula Golden Axe, now replaced by fights. Choosing from one of two warriors, you have to fight each of the others to win. Or, in two-player mode you just fight your opponent's selected warrior. It's the usual one-on-one routine, but with the added Golden Axe flourish: The original characters - Ken, Blade

the barbarian (previously known as Ax Battler), Milan Flare (the swordswoman formerly known as Tyti Flare) and Gill (a Thunderhead dwarf) - are all in there. As is Death Adder, amazingly enough, as a selectable character.

Adding the most novel element to the game though, the little imp from Golden Axe scampers onto screen. And as in the original game, he releases magic potions when whacked. Collect a full complement of these potions and your character can become magically imbued, pulling off spectacular screen-sized magic attacks, providing you know the secret key combinations to unleash them. Performing these devastating magic attacks soon becomes objective of each fight.

Golden Axe: The Duel might not compete on the sleek graphical terms as 3D-fight games such as V-Remix. There is however, no doubt that its sprite-based graphics are mighty impressive. Large well-animated cartoony characters, lush backdrops and plenty of speed-lines and blood splatters, all accompanied by great sound effects and music, make The Duel a flashy game indeed. And perhaps more importantly, its Street Fighter-style range of moves provides some very addictive combat. Golden Axe: The Duel is definitely an enjoyable game, all the more so if you're a Golden Axe fan. The problem is, V-Remix and X-Blaze, Golden Axe II, Golden Axe: The Duel and X-Blaze, all of which are visually guaranteed to provide better fighting action, did be willing to spend my money on one of those.



This is probably the most spectacular character in the game - and not just because he's big either. He fights with great finesse, easily making mince-meat out of other characters.

### TON GUIDE





# Golden Axe: *The Duel*



**King Crazy!** These non-speaking monsters will stop at nothing to speech their blood.



**Woo Hoo!** That's a pretty damned impressive fireball move you've got there, big.



**Yes -** there's lots for all you overweight gameplayers get. Even if you do have to resort to extreme violence.

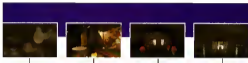


A highly enjoyable heat 'em up that's unfortunately outclassed by better titles. One for hardcore fight fans only.

|             |    |         |     |
|-------------|----|---------|-----|
| graphics    | 84 | overall | 85% |
| sound       | 89 |         |     |
| playability | 86 |         |     |
| costability | 82 |         |     |



BY **SEGA**  
 PRICE **£39.99**  
 STYLE **ADVENTURE**  
 RELEASE **NOVEMBER**



Devoted Sega fans may remember **Mansion of Hidden Souls** from a couple of years back, when it appeared on the **Mega-CD**. But a lot has happened since then, and you'll be glad to hear that this puzzler has been given the **32-bit treatment** to bring it into the **next generation of software**.

# I

t has to be said that when it was first released on the Mega-CD, *Mansion of Hidden Souls* did involve something of a hummingbird, mainly because the FMV window was absolutely tiny, and the gameplay was just far too easy—in fact we managed to crack the game in little over an hour.

At first glance though it seems as though at least one of these problems has been sorted—the FMV window is much larger and although the quality of moving images are still a bit ropey it's a vast improvement on the 16-bit version—but then that's only to be expected. Your aim is to investigate the cause of the full red moon which seems to be turning most of the inhabitants of the creepy mansion a bit doolally. Well, actually they're all bit doolally anyway because they've all decided that never sleeping outside the house is much better than living out their previous lives in the real world. By talking to each character on every screen you'll discover vital clues and pertinent objects that will help you to unravel the eerie mystery that surrounds the house. The adventure is also set against the clock and although you can save your game, if you run out of time you can only replay it with the same amount of time left from when it was last saved.

Luckily this doesn't make much difference, as the proceedings are for the most part fairly easy. However it is still nice to go through the motions anyway purely to see some of the rooms in the house. Unfortunately though, despite being set in ghostville, you never feel very excited about what's going on—it is just not macabre enough and there's no real tension involved in the gameplay apart from the race against the clock.

This is proved even further when you interact with some of the characters in the game. Some of them are supposed to be genuinely scary but the choice of voices for each person is hilarious. The gun man sounds like a PlaySchool presenter and most of the others are just poor James Earl Jones on off.

Still, this is the only game of its type currently available on the Saturn and it is fairly entertaining. It's just not in depth enough to either beat your long, or satisfy any fans of puzzle-type games. Plus to cap it all off the story line is a bit outdated—surely what we want from this type of game is a cyberpunk style thriller—not tacky horror after a couple of bad years



The restored look to *Mansion of Hidden Souls* looks really, really good, but it's a bit of a shame that there's not more new gameplay to back it all up. Well, why not gaming?





# Mansion of hidden souls



This fluffy pink headier houses one of the mansion's many secrets. All of who will tell you to "get out" on no uncertain terms.



Don't worry, Arkady, although most of the characters in the game are supposed to induce gut-heaving horror, they die! Well, maybe just a little, then.



Entertaining in places, but the game structure is a bit outdated and the story is sometimes dull.

|             |    |
|-------------|----|
| graphics    | 79 |
| sound       | 84 |
| playability | 75 |
| lastability | 67 |

overall

69%



|         |          |
|---------|----------|
| BY      | MAURINE  |
| PRICE   | £39.99   |
| STYL    | PUZZLE   |
| RELEASE | DECEMBER |



Live the life of a **beautiful cartoon** with Heberke's Popoon. An everyday story of **jelly-like things** and their animated masters.



**H**eberke is cool. He's like a little tightass cool thing with a tiny little cute beak, and all his friends are equally exultating squirrel things or ghosts or aliens. They're all exceptionally sweet and lovable. I love Heberke fridge magnets on my oven at home, such is my affection for the little fellow and his pals. But despite his adorability I find it very difficult to play his games. His first outing on the - how his - SNES was quite good. All his appearances since then have left me disappointed.

But this Heberke's Popoon is the Saturn conversion of that initial title, the cart that led to my falling in love with Hebe in the first place. So surely it must be good. Please let it be good, Sunsoft for I love Heberke more than life itself!

But hark, what dark through powder window breaks! This isn't a conversion of the original Popoon at all, but a revamped edition of the twice blown Bers Machine clone. The idea of the game is to match up few Popoons (little blobby jelly things which drop in pairs from the top of the screen) of the same colour either in any adjoining formation of strictly by straight line status (depending on your difficulty setting), whereupon they disappear. To make life harder, tiny off-sets of the main mid-order characters (known as Para Paras) sit, suspended in mid-air, jiggling around in the space left to right or up to down. Each character has their own colour and the only way to destroy these graven Heberke (or Oh Chan or Sakeesamen) blobs is to match them up with three or more Popoons of the correct hue. The removal of all these Men Who Ping images is the aim of each level of the one player game. The two player game introduces special attacks, which are activated by popping more than one line of Popoons with one blob drop. So it all sounds pretty straightforward. And with a game that straightforward, following such a trusted formula, it must be impossible to screw up.

But that's exactly what Sunsoft has done. Having the Para Paras awaiting destruction at the outset of the level is a bad thing, not because it makes the game harder (which isn't a bad thing), but because it just confuses the player, especially as their mobility makes it impossible to plan ahead. The one player game is either way too hard (with straight line

Popoon matches only) or laughably easy (with any quarter allowed). And the two player game suffers by making the special moves too hard to achieve, except by fluke. If you're really really into this sort of game, you might like a look at it's the only example of the genre currently available for the Saturn. But a superior Tetris clone can't be far behind.



All of the Heberke characters are really really cute, but in this case, it doesn't make for a very good game, partly because the action isn't exciting enough to hold your attention for very long. **Must Be Nice Machine 2** should be loads better.



# Hebereke's POPOON



Not so good as it looks, unfortunately



Either rock hard or ridiculously easy.



It's a shame that this is such a poor conversion, as it was a really good game on cartridge format. What's going on? Are they all stupid or something? How did they mess it up?



Because the ordering of tiles is all what's going on.



There's been plenty of examples of excellent arcade clones on Sega formats. However, Hebereke is way too dull to really make the grade on the Saturn.

Not exactly awful, but a pedestrian example of a classic puzzle format

graphics 87

sound 89

playability 71

testability 65

overall

68%



|         |          |
|---------|----------|
| BY      | SEGA     |
| PRICE   | £49.99   |
| STYLE   | RACING   |
| RELEASE | DECEMBER |



In the future we'll all drive to work in **floating cars**, like in *The Jetsons*. But why wait another three hundred years for technology to catch up with your desires when you can drive a floating car in **Virtual Nearly Reality** with your Saturn? Perhaps because *Cyber Speedway* **isn't that good**. We investigate.



These shots make *Speedway* look lively. But it's not much fun, we're afraid.



**T**his originally appeared in Japan with the uncharacteristically hilarious name of *Gen Chases*. If only Sega UK had had the presence of mind to keep the title and stick the game attached to it. Imagine a game which casts you as a rent home rep, chasing senior citizens around their bungalows with a big net, attempting to ensnare them and cart them off to your *Twilight Features* home. Or some bizarre abstract/horrorist piece where a man in a hat follows up each beer with a shot of gran. Although that might not make such a good game.

But no one thinks like that in business. No, they just kept the expensively produced commodity and changed the name. So what we're left with is a *Cyber Speedway* a free game stanking some floating cars. And you, the lucky player, are invited to drive one around a series of race-track-type race tracks. Indeed, one of your friends is invited too if you fancy a bit of split screen head to head action.

Of course, this might seem pretty tempting. After all, *Daytona* is a resolutely dual-play free. But hold your horses there tiger - chances are you'd feel worse off parting with cash for *Cyber Speedway* unless you're the hardest of hardware fiends seeking enthusiasts with a permanent *Speedway* partner by your side. The trouble is, whilst *Cyber Speedway* is a good enough concept, the mechanics of the handling haven't been thought through. It's all very well having your car float above the ground, but if you're going to do that you've got to think hovercraft, not sky roads. As it stands, the vehicles in *Cyber Speedway* behave like they have no traction, as opposed to acting like they're powered by massive big retro-thruster things which keep them levitated. The drift of the machines and the pull of momentum have been pretty much overlooked, which may disappoint physics fans.

It's not all bad, though. The course designs are pretty swish, varied in both graphical style and fortuity. There's plenty of racing skill challenges to be met on each track (except the computer opponents). There's also plenty of scope to customise your floating car thing and mount big weapons on your helmet with which to atomise the competition. And it's virtually clipping free. In fact, the truth is that if *Cyber Speedway* wasn't so crap, it'd probably be brilliant. All the elements are there, but the handling of the steppers and general feeling of not-much-going-on mean it's nowhere near the quality of *Daytona* or the forthcoming Sega Rally.

RAD





review



# CYBER Speedway

Some of the wonderful speeches



Be cool by first-person view shot.

The excellent big long ends monster in the background is one of many who circulate this track, raising down flames both of electrical energy soon your life nor so you go mad with them at the wrong time. And they look like the scale monsters in Pac-Man Dragon.



Another one. Even better.



Well designed, but poorly executed – that's Cyber Speedway all over.

|             |    |                       |
|-------------|----|-----------------------|
| graphics    | 90 | overall<br><b>68%</b> |
| sound       | 82 |                       |
| playability | 71 |                       |
| lastability | 58 |                       |

ISSUE 2 IS ALMOST HERE

# MAXIMUM





# SEGA

## 16-BIT MAGAZINE

|                  |    |
|------------------|----|
| EARTHWORM JIM 2  | 89 |
| KOLIBRI          | 90 |
| GARFIELD         | 90 |
| SUPER SKIDMARKS  | 91 |
| PHANTASY STAR IV | 91 |
| ZOOP             | 92 |
| PAC-PANIC        | 92 |
| TIPS             | 93 |

### 16-Bit Megadrive

### review SEGA



# EARTHWORM Jim

|         |               |
|---------|---------------|
| BY      | VIRGIN        |
| PRICE   | £49.99        |
| STYLE   | PLATFORM      |
| RELEASE | NOVEMBER 1995 |

**S**heep Entertainment have established themselves as something special in video games, with only two projects under their belts. Lucky old Interplay, who have now snapped them up 'Virgin should however be consoled with getting one of the best Megadrive games this year to clean up at Christmas.

Jim the super empowered garden worm is back with a vengeance. His further adventures are just as to employ a hackneyed term - sure, in those before but the genre of action is much wider ranging, with the style of game changing on a level by level basis. And every one, in every way, is sickeningly well implemented.

For the dash of conventional platform levels Sheep have taken an original approach on each. You start by dropping pigs down a chute, graduate to carrying dairy cattle to the milking sheds to latterly fill shelves of paper in killer cabinets. In between the game rears down short em-up jabs and a hilarious tub game where you bounce pups off a huge marshmallow.

There is no part of the game which does not utilise the full potential of the machine, or indeed the potential of the player. There are trails for the former with amazing graphics manipulation in the luscious 501, and tests for the latter with the tricky mental control of the blind salamander. But everything has a relaxed and confident tone — they even find time and space for a spoof game show.

Earthworm Jim 2 is not the hardest game ever produced, but a far from being the easiest and is just a potentially playable that every moment of play feels like good value for money. If you're serious about having the best in your Megadrive games collection, then you have no option but to add this.

ARGUS SWAN



Earthworm Jim enjoys some of the best graphics ever seen on the Megadrive and is one of the best titles lined up for Christmas.



|             |    |         |     |
|-------------|----|---------|-----|
| Graphics    | 94 | overall | 94% |
| Sound       | 93 |         |     |
| Playability | 95 |         |     |
| Testability | 92 |         |     |

|         |          |
|---------|----------|
| BY      | SEGA     |
| PRICE   | £70A     |
| STYLE   | PLATFORM |
| RELEASE | DECEMBER |

# Garfield

## Caught in the act



**O**btainably rebellious of the huge market open to the character's licensors, Sega have spent over a year developing this Megadrive title. It bewails 33 levels of platform fan, which kick off when Garfield and Odie's television

set explodes. Fearful of retribution from his socially-astute owner, Garfield sets about fixing the set. His efforts only result in unleashing an electrical storm which sucks him and his doggie nemesis Odie into the television. Forced to navigate the broken set's electrically crackling awards, the lasagne-loving puss must then combat Odie, John and various other nefarious folk through streams of the odd films still beaming around the circuits.

Once you've overcome the tedium of clicking any movement

from the world's most notorious sleep-junkie, you're left with a fairly unoriginal platformer. Getting from one side of the screen to the other is the order of the day, with only the odd oblique puzzle and giant Odie



bosses to present a real challenge. More time should have been spent polishing aspects of a dreadfully patchy package—the background, for example, stands in comparison with faithfully realised characters such as Garfield and Odie. The unadventurous level structures, meanwhile, have their already limited appeal diminished by some sluggish character control.

All of which makes you wonder whether a touch of lasagne and a kip might not be a better idea.



Believe it or not, that shiny BTG monkey. What does he think he's up to, eh? Up to no good, I'll tell you that!



|             |    |         |     |
|-------------|----|---------|-----|
| graphics    | 69 | overall | 67% |
| sound       | 65 |         |     |
| playability | 69 |         |     |
| testability | 66 |         |     |

|         |              |
|---------|--------------|
| BY      | SEGA         |
| PRICE   | £44.99       |
| STYLE   | SHOOT 'EM UP |
| RELEASE | DECEMBER     |

**N**ovostade may or may not mean anything to you—it's the programming team that brought you *Zero the Dolphin*, one of the most successful and acclaimed games for the Megadrive. It's also the team that now offer you *Kolibri*.

Strange fish. *Kolibri*. Actually *Kolibri* is a hummingbird, which until now have had little impact on video games. Novostade have obviously set out to create something unusual. Toads, tentacles and lady birds make their debuts as game denizens.

In an intro renews some of Ecoo (many parts of the game are) *Kolibri* experiences a distressing slurr in failure, with all the good hummingbirds are driven away by a plague of nasty insects. Your job is to bring back colour to the flowers and annihilate the bugs.

This is achieved by flying across a couple of dozen levels and taking part in a shoot 'em up of some scale. *Kolibri* behind its sumptuous pastel graphics and weird setting is an honest to god *Blaster* offering a serious challenge.

Things aren't quite that simple, with forced scrolling levels and less linear gameplay as the game

# Kolibri



progresses. *Kolibri* enters a maze of caverns and faces Ecoo-esque puzzles before he can proceed. The latter areas of the game will challenge diehards and some of the nicest parts of the game involve waded one rivers, like plants who suck you up like a hover. Large and complex, *Kolibri* offers value for money, but a certain dullness and incoherence accompanies it.

|             |    |         |     |
|-------------|----|---------|-----|
| graphics    | 80 | overall | 78% |
| sound       | 81 |         |     |
| playability | 76 |         |     |
| testability | 79 |         |     |

## 16-Bit | Megadrive

|         |             |
|---------|-------------|
| BY      | CODEMASTERS |
| PRICE   | £44.99      |
| STYLE   | DRIVING     |
| RELEASE | NOVEMBER    |

**W**hat some game publishers would give to understand how Codemasters, a minnow compared to some in the business, can regularly top the charts with their Megadrive titles, when even the most

extravagant marketing campaign for an expensive arcade conversion cannot ensure a big hit.

The truth isn't that elusive — they produce games like Super Skidmarks, shamelessly rooted in gameplay whilst adapting slick presentation, and offering a genuine new gaming experience. Skids is a racer that offers more than a nod to the massive success Micro Machines, especially with its four player option that echoes Codemasters' clever i-Cart.

Programmed by New Zealanders Accl Software Super Skidmarks uses a sophisticated, cinematic view for its stock-car setting. Although these screen dills are relatively unassuming, the shading and curvature on the dirt tracks is impressive on screen, as is the animation of the cars, enhancing this effect as they bounce erratically around the playfield.

The Championship is set across four scenic

# SUPER Skidmarks



areas, though in both the layouts don't differ much — there are no track hazards — they just become larger and more tortuous. This forms half the challenge. The other is a set of computer cars that have surely passed their advanced test.

Being a Codex production, there's a clutch of cheats and a password option, where the players race turbo-charged cattle in place of the regular cars.

Super Skidmarks is an excellently constructed and enjoyable game, and while not possessing the same mystique of Micro Machines, it should find some fanatical supporters.

|             |    |         |     |
|-------------|----|---------|-----|
| graphics    | 88 | overall | 90% |
| sound       | 84 |         |     |
| playability | 90 |         |     |
| lastability | 91 |         |     |

## 16-Bit | Megadrive

|         |          |
|---------|----------|
| BY      | SEGA     |
| PRICE   | £79.95   |
| STYLE   | RPG      |
| RELEASE | NOVEMBER |

**B**ringing the fourth instalment in Sega's long-running RPG saga proved a problem for the UK arm of the company. Traditionally, games of this type have not been received as well here as they are in Japan.

Although the US had done the translation work, the second localisation, the cost of a huge 14 Megabit cart, brought further reservations.

Now the decision to go ahead has been taken, the winners are Fantasy Star fans who are treated to a vast chunk of action that takes the plot well beyond the first three games.

The gameplay — controlling seven heroes, arming combatants and using spells — is not to everyone's taste. But the game succeeds by creating cinematic moments, introducing new characters and powers and taking many wondrous and wonderful plot turns. A new feature is the combo attacks, where various spells and powers produce devastating results. Anyone new to the genre may find it heavy going.



especially as the game plays on the established Fantasy Star mythology, as things may seem far for the course in these days of mega carts, but keep in mind that this employs the memory in game and plot and not on graphics and sound. The save function is equally lovely, with three separate positions available. Pretty it is not, but the mystique of Fantasy Star IV will continue to fix you well after the likes of Thor and Sola! have been put to one side.

|             |    |         |     |
|-------------|----|---------|-----|
| graphics    | 64 | overall | 90% |
| sound       | 77 |         |     |
| playability | 89 |         |     |
| lastability | 92 |         |     |

|         |             |
|---------|-------------|
| UP      | DIACOM      |
| PRICE   | £19.99      |
| STYLE   | PUZZLE GAME |
| RELEASE | NOVEMBER    |

# ZOOP

**Z**oop Mania seems to be sweeping the console industry. If the review scores this game has attracted are to be believed, to us it looks like they have indeed lost control of their senses. Mania is still classed as a wintel deity in our medical handbooks.

Zoop is no less, and certainly no more than a simplistic puzzle game that borrows some of the plot from Tetris and adds a fair dash of originality. Placed in the centre square of the screen, you attempt to arrest the progress of advancing shapes by shooting them with your cursor. Whether they come in down to what colour your cursor is. Add a few bonus items with limited power and you have Zoop.

In its favour Zoop plays better than it looks and it has the curious compulsiveness of Tetris to a degree it is just not the sort of game that is best suited to expensive cartridges, especially when there is faster and more developed fare around. Zoop mania may turn out to be short-lived, just keep your wits about you.



|         |                |
|---------|----------------|
| BY      | PHILLIPS MEDIA |
| PRICE   | £19.99         |
| STYLE   | ARCADE         |
| RELEASE | OCT. NOV.      |

# PAC PANIC

**W**hen Pac Man first appeared, Maggie Thatcher had just become PM, the Atari VCS was the next generation home machine and game carts were about to go each. Well, some things don't change! Fifteen years on, the cut of the retard, canary yellow Namco star is wearing rather thin, but not so thin that Phillips can't find space for a budget cart starring Pac in a Tetris clone. Pac Panic bears a 1993 copy right, and extremely simplistic game play, but for all that, it is really rather fun. Blocks and ghosts fall into your vertical trough, with the occasional pac man offered to gobble them up in sequence. The concept is supported by three modes of play: a single player game of ever-increasing difficulty, a two level puzzle mode which allows you a limited number of Pacs to clear the screen. The final mode is a two player battle game. Not much else to tell, the graphics are clear, the sound is good and if it had come out two years ago it would have cleared up. For two to quid now it's well worth considering.



# TIPS

## MEGA DRIVE

### MORTAL KOMBAT 3

First of all, here's the cheat to access the obligatory cheat screen. When on the title screen with "Start" and "Option" press A, C, Up, R, Up, R, A, D. "Cheats" will appear and by selecting this you can access all of the characters' end screens, give yourself more continues or listen to any of the game's sounds.

Here's a few of the *Mortal Kombat* codes which should be entered on the two-player battle screen. There are more to come, by the way.

To make it easier for you to learn how to enter each code, we've shortened them to numbers. The first three digits of each code correspond to A, B and C on controller 1 and the next three mean A, B and C on controller 2. Each number refers to the number of times you have to press each button to get the correct symbol.

#### KEY

- 0 - Dragon
- 1 - ME
- 2 - Yin and Yang
- 3 - 3
- 4 - 7
- 5 - Lightning
- 6 - Corp
- 7 - Babala
- 8 - Shao Kahn
- 9 - Skull



- Player 1 half energy 893-000
- Player 2 half energy 000-000
- Player 1 quarter energy 707-000
- Player 2 quarter energy 000-707
- Blowwing Disabled 100-100
- Blocking Disabled 000-000
- No energy bars 987-03
- Dark Kombat 688-420
- Assault Kombat 450-450
- Unkilled Sun 476-476
- Psycho Kombat 975-185
- Winner Fights Smoke 205-205
- Winner Fights Noob Sabot 769-347
- Winner Fights Motive 969-147
- Winner Fights Shao Kahn 039-364
- Secret Game 642-468
- "No Knowledge." message 103-946
- Strange Message 281-281



### COMIX ZONE

Game credits fans must be going crazy over the prospect of this cheat. Go to the options screen then press and hold A, E and C then press Start. Quite amazingly, the programmer credits will appear (for real!)

### RISTAR

Here's yet another or cheat pass-word for Ristar. This one gives you a secret SUPER difficulty. Go to the password entry screen and put in the code SUPER.



### PRIMAL RAGE

To play the secret 3-plot leveling game, start a fight with Arctonian versus Arcadia. Now make both characters perform the "Lyfing Death" move (hold HQ+LQ, press R, S, D) so that they hit each other. Do it three times in a row and you can mow down the hunsies.

### BATMAN AND ROBIN

To skip levels, pause the game and press S, A, Down, E, A, Down, Left, Up, C. It spells BAD BAD SUC. You'll skip to the next level.

### MICROMACHINES '96

If you complete any of the one player tournaments in the game you'll get two extra multi-player tracks. Seeing as there are eight possible tournaments that means there are 16 hidden tracks, just in case you can't count.

These cheats should be entered as player names. They restart the game and select a 1 or 4 player mode to use the extra options at the bottom. They give you the extra tracks without you having to work your way through like a race (or war).

- GUIDON - Specials
- HOEDOM - Bonus Specials
- MODROC - Super Specials
- ALCHE - Overdrive



Each one will add two tracks to the multi player list, though they become a bit redundant seeing as the last one will give you all eight. When we find codes for the other eight we'll print these.

## MEGA-CD

### EARTHWORM JIM: SPECIAL EDITION

This cheat's brilliant.

To give Jim a black afro haircut, pause the game and press B, A, A, A, A, A, R, C.

To give him a red afro, pause and press C, A, A, A, A, A, R, C.

To give him antennae, pause and press E, C, A, A, A, A, R, C.

To give him a Crochta-Mara disguise, pause and press A, A, A, A, A, R, C.



# OUT NOW

## GAME of the month

|        |        |
|--------|--------|
| BY     | SEGA   |
| PRICE  | £59.99 |
| RATING | ★★★★   |

# Clockwork Knight 2

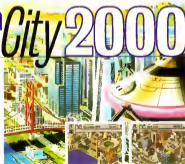
Although the original *Clockwork Knight* adventure was somewhat ill-fated, this sequel proves that Sega still have what it takes when it comes to quality platforming action. It may just be the second half of the original adventure, but in game playing terms it couldn't be more different from the original. This time there's loads of neat trickery in each level – in addition to all the amazing bosses there's tons of 3D type action, and the game itself is just much more in depth than before. It's still fairly easy, but if you want, there's lots of hidden stuff to find which makes the game right-on impossible to complete. At just four levels ago in the falls slightly short of becoming an essential purchase, but it's hugely impressive and is sure to please all platform fans.



|        |        |
|--------|--------|
| BY     | SEGA   |
| PRICE  | £69.99 |
| RATING | ★★★★   |

# SimCity 2000

Surely everyone and their dog has heard of *Sim City* by now – it's appeared on just about every technological programme going and has done the rounds on the PC circuit untold times. And there's just one reason for this – it's really addictive stuff. Build your own city and take responsibility for everything in it, from the water supply to the town's unemployment level. This Saturn version has all the features from the original PC version, plus a few extra thrown in for good measure, making it one of the best strategy games available on the Saturn. It's a shame that this version is slower than its PC counterpart, but seeing as you'll need the patience of a saint to build up a good city anyway, a few more seconds wait shouldn't make that much difference.





out now



|        |         |
|--------|---------|
| UP     | ACCLAIM |
| PRICE  | £39.99  |
| RATING | ★★★★    |

# MORTAL Kombat 2

**Y**eah, yeah, so it's arcade perfect. Which really is only to be expected when you consider the capabilities of the Saturn. And we know that this was one of the biggest games of last year, as well as being one of the best. But that's the whole point: No one's really that interested in it any more—especially when you can buy a fairly decent version of Mortal Kombat II on the Megadrive. In itself this is as perfect a conversion as you could hope for, and will certainly get the Kombat addicts foaming at the mouth, but it just lacks excitement. Plus you can't help thinking that it was only released to ride the hype of Mortal Kombat 3, currently doing the rounds on the PC and Playstation. Still, nice enough, even if it is a little late.



|        |         |
|--------|---------|
| BY     | ACCLAIM |
| PRICE  | £39.99  |
| RATING | ★★★★    |

# NBA Jam

**N**BA Jam has been missed on just about every game format known to man, so it comes as no surprise that it's turned up on the Saturn too. Luckily this is one of the best versions of the title, and being arcade perfect, it's very difficult to find fault with any aspect of the game. Graphically of course, it's well within the Saturn's capabilities, so the fact that it comes with super smooth visuals plus all the secret characters and cheats is just about par for the course. Again, not a title we can get hugely excited about, but if you don't already own a copy of Jam in some form, this is your best bet.



|        |        |
|--------|--------|
| BY     | SEGA   |
| PRICE  | £39.99 |
| RATING | ★★★★   |

# World Series Baseball

**A**nother one that's split the Sega camp. On one hand it could be said that this is the best baseball game ever to appear on a console. Yet on the other, you could say that it's just the same as every one of the other hundred or so ones that are already out there, albeit on inferior machines. What this does have over other titles of the same ilk though, is brilliant randomized speech that actually doesn't repeat itself completely every ten seconds or so. The gameplay is pretty impressive too, with sweeping camera angles and loads of different game options. Not suited to everyone, simply as the sport only has an obvious following over here, but it's pretty addictive, especially in multi-player mode.





out now

|        |        |
|--------|--------|
| BY     | SEGA   |
| PRICE  | £44.99 |
| RATING | ***    |

# NHL Hockey

**H**ockey isn't always really successful on the Megadrive, and only due to the success of high-quality sims. So far, they haven't released any details regarding a Saturn version, but in the meantime, this homegrown Sega version of events should do nicely. As you'd expect, there's tons and tons of options, the usual million-or-so stats, a multi-player mode, and... come to think of it, the gameplay's not bad either. It doesn't quite have the staying power of EA's own hockey, but seeing as that's not likely to surface until next year, this will please everyone except the most niggly haterpottery of hockey fans. Good stuff.



|        |        |
|--------|--------|
| BY     | BREXIT |
| PRICE  | £7.99  |
| RATING | ***    |



# Rayman

**H**ey, now this is a bit of a tricky one. Rayman is the kind of game that you'd either love or hate. Unfortunately, the majority here at SATURN MAGAZINE fall in to the latter category. It's not that Rayman is an appalling title by any means, in fact there's lots of neat touches in there that at first give the impression that you're really going to be in for a treat. However, after playing it for any length of time you'll more than likely discover that it's grossly irritating and actually not much fun at all. Although some of the platforming levels are designed really well, most of them are right on identical with very little implemented to spice up the run, hot run action. Platforming fans will probably love it anyway, but the majority will find it dull and highly unoriginal.



|        |          |
|--------|----------|
| BY     | BULLFROG |
| PRICE  | £49.99   |
| RATING | ****     |

# Theme Park

**A**nother title that's already appeared on a Sega format before. Theme Park has to be one of the most highly acclaimed games of all time. The object of the game is to build an amazing theme park up from nothing, and find a way to make an obscene amount of money. There's plenty of ways to do this - either provide the best service possible or rip everyone off down the line. The scope and testability of the title is enormous and as well as being a bit tedious at times, it's also really good fun. Probably not the most exciting of titles just because the name has been around for so long, but easily one of the highest quality.





out now



# Robotica

There's no point in denying it - everyone is after a decent Doom clone and Robotica just ain't it. The graphics may look the part, and at first the atmosphere is really tense, but the gameplay doesn't hold up very well over the levels. If there were a few more robots to blast and the music helped the atmosphere along a bit then it may have been worth a look, but as it stands this is a dull and pointless exercise.



## CD FILMS

To play any of the following films or interactive music CDs, you'll need the Saturn video CD Lens.

### STAR TREK IV - THE VOYAGE HOME

BY POLYGRAM PRICE £37.99 RATING \*\*\*\*

Disastrous by intent, "Spock" being this is probably the best remembered and most watched of the Star Trek movies. Die-hard Trekkers' transposition might be a bit naffed by the lack of planet action/alien babes stories, but the movie-going public loved it. It's fairly easy to see why. Thanks to its loveless tone which places the Enterprise crew in modern-day San Francisco on a hunt for killer-whales (okay enough) and some nuclear missiles to power them back to the future (slightly hokey). Not exactly challenging stuff, and the cast are cracking on a job by now, but an entertaining diversion.



### THE BLACK CATALIN

BY POLYGRAM PRICE £37.99 RATING \*\*\*\*

Oh, it's one of those silver screen musical award movies. Especially a kids movie featuring the Frenchies between a rhythm band boy and an equally talented hero, leading to their adventures back in America after a lady rescue. It's not the best of Disney-style wondrous cinema, did you expect. The cinematography deserves a special mention - the whole film looks absolutely gorgeous. But the plot is strong, as are the performances, and so long as you don't mind an absence of spectacle, this is a pretty pleasing little number.



### CHITTY CHITTY BANG BANG

BY POLYGRAM PRICE £17.99 RATING \*\*\*\*\*

One of those ancient classics that reminds you just how long they've out of its best British children's cinema ever was, but we probably wouldn't watch it as the only a couple of times by now, but it's a flick which everyone should see. The plot is far too complex to go into here, but need less to say it concerns a magical flying car, a secret factory, a mad scientist, the evil Zanzibar footprints of Idiots, and was written by James Bond creator Ian Fleming. Such is its weird, psychedelic appeal we're surprised it hasn't been made bigger yet. Ace.



### THE CRANBERRIES - DOORS AND WINDOWS

BY POLYGRAM PRICE £24.99 RATING \*

They're big in America, which is nice enough to hear them, but even The Cranberries have decided that it's not bad enough you have to listen to their whiny "Dink" tunes, now you have to look at their pouting faces and bad falls as well. All very well for Cranberries fans, you may think - but not so. The live versions of various songs are pretty excitable (especially the atrocious readings of Zombiel), and there just isn't enough "realness" actually to interest anyone, who's over and over interlarded with their stick to the walls album if you must be The Cranberries.



DESERT FOREST  
R&B  
SOUL  
MOON RIVER

# next Month

CONTINUING OUR EXTENSIVE AM2 COVERAGE, WE'LL BE BRINGING YOU THE VERY FIRST REVIEW OF SEGA RALLY, ALONG WITH AN IN DEPTH FEATURE DETAILING EVERY ASPECT OF THE GAME. PLUS, THERE'LL BE PREVIEWS OF TOH SHIN DEN, LEGEND OF THOR, KING OF THE FIGHTERS '95, PREVIEWS OF X-MEN CHILDREN OF THE ATOM, OFF WORLD INTERCEPTOR, WORLD CUP GOLF AND LOADS MORE. LIKE A VIRTUA FIGHTER 2 PLAYERS GUIDE, THE LOWDOWN ON VIRTUA FIGHTER 3, TIPS ON FIRESTORM. PLUS MORE THAT EVEN WE DON'T KNOW ABOUT YET.

OH, AND THERE'S THE SMALL MATTER OF

# AN EXCLUSIVE SEGA DEMO DISK!

WELL, WE DON'T WANT TO GET YOU TOO EXCITED JUST IN CASE THINGS GET MESSSED UP AND IT DOESN'T HAPPEN, BUT AS FAR AS WE KNOW, NEXT MONTH WE'LL BE COVERING A PLAYABLE DEMO DISC WITH A RANGE OF SEGA'S TOP TITLES FOR YOU TO PLAY AND PREVIEW.

SO, MAKE SURE YOU DON'T MISS OUT.



**SEGA SATURN MAGAZINE, ISSUE 3, OUT DECEMBER 15.**

## CREDITS

Editor: Sam Hildes  
Art Editor: Dave Kirby  
Designer: Jason French  
Features Editor: Ed  
Managing Editor: Richard Leadbetter

Contributors: Angus Savas, Richard Leadbetter, Ed Lewis, Tom Galin, Marcus Hoare

Japanese Editor: Warren Horrod

Advertising Manager: Lisa Howarth  
Deputy Ad Manager: Chris Peters

Systems Manager: Sarah Jane Jarvey  
Systems & production co-ordinator: Sarah Bell

Proof Manager: Tina Hicks  
Executive Publisher: Graham Taylor

SPECIAL THANKS TO: Saxe at Core Design, Cathy Compas, Warren Horrod.

SPECIAL NO THANKS: To the person who kept us waiting around on deadline day. What a star!

SEGA LIAISON: Mark Madonick, Guy France

EDITORIAL: FLORENCE TAMBO  
Poetry: Geoff, pp 31  
Farrington Lane, London EC6 9AL

Telephone: (097) 920 6000

Fax: (097) 920 6100

SUBSCRIPTION ENQUIRIES: (097) 468888

SUBSCRIPTION BASIS INC. HAR

UK: £3.00

SURFACE MAIL: \$60.00

AIRMAIL EUROPE: \$66

AIRMAIL ZONE 1: \$160.00

ISSN: 1469-00

DISTRIBUTION: BBC FRONTLINE  
PRINTING: COOPER CLOGG AND  
SPOTTYSWOOD BALLANTINE

Sega Saturn Magazine is an official license. However the views expressed in this magazine are not necessarily those of the publishers or of Sega.



Although we take great care in ensuring the accuracy of the information contained in this magazine, the publishers cannot be held responsible for omissions and errors that may occur.

Copyright 1995 EMAP Images/Sega. Reproduction in whole or part without prior written consent from the publishers is strictly prohibited.

Sega Saturn, Megadrive, Game Gear, Master System 32X and Mega-CD are trademarks of Sega Enterprises Ltd.

### COMPETITION RULES

EMAP Images and Sega staff and their families are prohibited from entering any Sega Saturn magazine competition. The editors' decision is final and no correspondence will be entered into.

We regret that we cannot answer enquiries personally.



# 65 COURSES!

(AND THAT'S JUST FOR STARTERS)



For Micro Machines '96 we've jam-packed an amazing 65 exotic courses into the wildest and wildest regions of the Micro Machines house.

And it's on J-Cart, as a bedroom-busting eight players can do it up on the craziest turbo tournaments yet!

MEGA DRIVE™

Including



For even more madness, use the all new Construction Kit to set up custom courses, and save 'em with the battery back-up.

Micro Machines '96 is guaranteed to stop you in your tracks. And that's a racing certainty.



Codemasters